Guide and Walkthrough by Absolute Steve Version: ULTI MECIA | Updated: 08/08/2008

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Π	Foreword:	Introduction to	the FAQ	П
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Final Fantasy VIII needs little introduction on my behalf. Being the followup of the legendary part VII, it retains a futuristic style and gently mixes some old Final Fantasy elements in the blend.

If you are revisiting FF VIII today, you've come to the right place for help. This guide has been written in such a way that it leaves no stone unturned. You can even attempt a 'perfect game', in which you'll aim to so everything as good as possible, and get as much of everything as possible. Of course, this is hardly obligatory. Enjoy the game the way you want to, and use this guide to prevent yourself from missing anything ranging from essentials to details.

I wish you much enjoyment with the game and this guide.

- Absolute Steve



[AND TERMS OF USE IN A SENSE]

- If you found this guide helpful, feel free to consider one of these options to donate:
- 1. Paypal donation at: faq@shillatime.org
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• 3. Tell someone dear how special they are to you and remember their smile.

Thank you very much for your consideration!

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- o Save often. Whenever you've played for 15+ minutes, save. You can always save your game on the worldmap.
- o Heal after battles. Some nasty status effects may still haunt you many battles long. Also restore lost HP with Potions or curing spells.
- o Junction properly! It's not that hard if you follow the game's instructions. It's in fact very easy, and it makes the game a lot more easy as well.
- o Talk to everyone to find out information about the world.
- o Enemies level up with you. Therefore, do NOT level up. I'm not saying you are never allowed to gain a level, but just don't go levelling up. At the near end of the game, equip Stat Bonus abilities and THEN level up to gain alot of stat boosts.
- o The ability Enc-None (from Diablos) will prevent all random encounters.
- o The ability Move-Find (from Siren) will show all hidden FIELD Save Points and Draw Points. Any Draw Points on the worldmap are always hidden.
- o Draw Points refill based on your steps. This usually takes a few ten-thousand steps to refill a Draw Point. Just so you know, it's not time duration.
- o Remodelling Weapons is a waste of time unless you get to the end of Disc 3. It only adds a very small amount of Strength. Only Squalls Weapons add a new Limit Break Finisher. Only Selphie's Strange Vision adds a very large amount of Hit% (255%, never misses), but besides those it's not worth it until Disc3.
- o Play A LOT of Triple Triad. This is the card game, and learn Card and Card Mod (from Quezacotl) as soon as possible to get the huge benefits from this game.
- o Do NOT mix rules with playing cards, UNLESS it is specified in this Guide. If you don't follow this advice, you may end up with some very nasty rules wide spread all over the world. You don't want the Random rule to be everywhere.
- o Whenever a GF learns an ability, go into the menu after battle and select the new ability to learn. The initial learning order is NOT EFFICIENT, because it will switch to GF HP+ and SumMag+ abilities, which you should mostly learn last.
- o Do NOT unlearn unique GF abilities. If you're going to unlearn something (with Amnesia Greens), I suggest unlearning a GF HP+ or SumMag+ ability.
- o ALL enemies can be 'VitO', which is a status cast by Meltdown which completely reduces an enemy's Vit AND Spr to 0.
- o Before facing a boss, check which GF abilities you want to learn. Many bosses give alot of AP, so checking your GF abilities is always a good idea.
- o Many bosses can be slowed or have other weaknesses. Take advantage of this.

These notes are included for gamers who wish to get the best possible save game in FF8. It includes anything missable, plus hints on where to look out for. If you don't want a Perfect Game, then you don't have to follow these instructions, although it can never hurt to read them anyway.

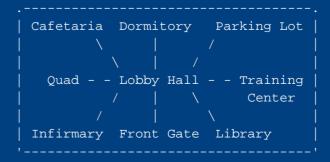
After the opening scenes, you'll find yourself waking on a bed. Answer how you like, it doesn't affect anything but the dialog. Name Squall by selecting confirm. You'll get to meet Quistis right away, who is your 'instructor'. Walk down the hall. More dialog and a cutscene take place.

You start the game with 5000 gil, 6 Potions, 4 Phoenix Down, 2 Remedies, and 5 Tents, which is quite generous in comparison to some other FF games.

When you finally gain control of Squall again, examine the computer where Squall was sitting, and select the top option. You'll get to the computer's menu. Select Tutorial, the top option, and you'll get your first two Guardian Forces (GF's), Quezacotl and Shiva. The rest of the options are information and details about Balamb Garden, an interesting read at most. When you're done, exit the computer screen and talk to Quistis, who will tell you te check the study panel. Guess what? You already did that, so leave the classroom and run down the hall.

You'll bump into a girl who is late for class. Answer "Are you okay?" and "Sure" (unless you're a veteran and don't need a tour), then walk to the next screen. Talk to the guy here, and you'll get your first 7 cards. You can play cards by challenging someone with Square, but like the guy said, not everyone plays. This guide will always notify you of any possibilities. For info on how the Triple Triad card game works, check section {TTC-1}. Head down the elevator and walk down the stairs to get the tour at the main hall.

Below is a map of how Balamb Garden roughly looks:



Most of the sections are not of any particular use to you right now, although you're free to explore them if you wish. You get alot of freedom right at the start of the game. Head to the library, and check the rightmost shelf to find

Occult Fan I. If you Junction one GF now, and head over near the left shelves, you can draw from the Esuna draw point there. I suggest you first attempt the Fire Cavern, after which we'll go over several optional things. Head to the front gate, and you'll come across a Cure draw point at a certain point. At the front gate, Quistis will go through the Junction Tutorial. You should know that tutorials can be skipped by pressing Triangle. You can always review them in the menu. Now exit to the worldmap.

A few things should be noted. As long as you walk on the stone road, you cannot get any random encounters. The Fire Cavern is on the east however, so you'll have to cross the forest. It may be benificial to draw 100 of the basic magics when you get into a random encounter, but only after you've given both Squall and Quistis one GF and the Magic, GF, and Draw commands. In you first random encounter, Quistis also reminds you of the trigger you have on your Gunblade. If you press R1 right before Squall hits the enemy, you'll do an additional 50% damage. You'll soon learn to master this, as it's not too difficult. After having drawed the basics, enter the Fire Carvern.

You'll first get the Magic Junctioning tutorial from Quistis, and you get the chance to view a tutorial on Squall's Gunblade. Approach the two Garden Faculties, and choose a time limit. Choose 10 minutes; It's plenty. The Fire Cavern consists out of a few screens with a linear path to the end. There are no treasures, but there's a Fire draw point at the 4th screen. The enemies in the cave are weak, and at a fixed level of 5 (instead of almost all enemies, who will level up with your characters). At the end of the cave, you'll face the first boss, Ifrit.

.=====================================				 -	{BOSS-1}
Level Range: 6 I	HP Range: 1068		AP: 20	EXP: 0	
Elemental Weakness(es): Ice [2x Damage] Status Weakness(es): Vit0, Gravity, The End					
DRAW LIST: Lvl 6: Fire	, Cure, Scan				
=====================================	==========	=======	=======	======	========
=====================================		=======	=======	======	:=======
	DROPS LIST: Card Drop: Ifrit Card (100%)				
=====0======= Lvl: ~69.5% chance: 6 G-Returner x3	 ~20% chance: G-Returner x4	~5.8% cha G-Returne	ance: er x5	~4.7% ch G-Return	nance: ner x6
Strategy: First of all, you see the {BOSS-1} at the upper right of the entry? Ctrl+F and search for that, and you'll get the Boss' full enemy entry with detailed information, straight from the Enemy Enceclopedia.					
 Ice Magic deals twice t will basically just cas weak. You can use Shiva him just as easily.	st Fire on you or	do his {	Jump Punch	}, which	are both

Don't worry about the timer, just defeat Ifrit before it runs out and you'll be fine. When you get to name Ifrit, leave the screen on that for a while before confirming his name. The reason for this is because the timer will continue to run, and it will drop to 0:00 eventually. This will give you the max SeeD score for the Fire Cavern part when you get your SeeD Rank later on.

Quistis will go over the Elemental Tutorial, after which you can leave the cave. Don't forget to junction Ifrit to one of your characters.

Return to Balamb Garden and Quistis will throw yet another tutorial at you, this time about GF's. She leaves your party afterwards. Now you can do as she told you, or you can do a number of optional things to improve yourself.

[OPTIONAL]

Now that you have the Ifrit Card, beating players at Triple Triad becomes a LOT easier. There are a few rare cards you can win, and there are plenty of cards that can become quite useful if you Card Mod them.. but first on to winning the cards.

Winning just ONE card after a game is rather slow, but we can do something about that. Head over to Balamb Town, which is at the other end of the road. It's a small town, so head over to the townsquare and go left from there. You are now at the entrance of the train station.

Near the station, there is a woman called the Queen of Cards. You'll be dealing with her quite a few times when it comes down to cards, as she has a great influence on spreading and/or abolishing card rules. Go to the world map, and save your game. We're going to spread the 'Diff' rule to Balamb, which is a trading rule that lets you take multiple cards when you win. If you win with 4 - 6, you can pick 2 cards, if you win with 3 - 7 you can pick 4 cards, and do even better to get all cards. The reason why we'll try to get 'Diff' instead of 'All' is because 'All' will eventually degenerate into 'Direct', which is the worst case scenario trading rule. Also see Section {TTC-1}.

How do we spread 'Diff' in Balamb? After saving your game, challenge the Card Queen. If she uses the Diff Rule, perfect. Play a game with her. If she doesn't, quit and try again until she does play with the Diff Rule. After winning the game, challenge the train conductor and see if he plays with the Diff rule. If he does, great, then the Diff trading rule has spread to Balamb. If not, repeat the progress.

Now that you have a good trading rule, it's time to play some cards! The 'Diff' rule won't be around forever though, but generally a dozen games or so.

- o The man at the gate (gate keeper) can play Level 5 Cards, so he's a good challenge for building up your deck.
- o The boy running around near the main halls of Balamb Garden holds the MiniMog Card, which is a rare card.
- o You can win the Quistis Card from any 3 of the 'Trepies'. The guy in the cafetaria daydreaming (the one in the back), and the two girls in the 2nd floor classroom can play the card.

Also, when you're in Balamb, why not sell the Occult Fan I you've found in the Garden Library? It sells for a whopping 17500 Gil, which is a lot at this stage of the game. Later on you can rebuy it, when Gil is no longer an issue due to certain Gil tricks. Thus, I highly suggest you sell it.

If you've gotten the rare cards, you should consider learning a few useful abilities on your GF's. This will require you to gain some exp, yes, but it really won't hurt all that much if you gain a few levels, even in a perfect game. On Quezacotl, learn Card, then Card Mod, then T Mag-RF. After this, learn the Stat Junctions and Boost. On Shiva, learn I Mag-RF and the Stat Junctions, then Boost. On Ifrit, learn Mad Rush, Str+20% and +40%, and Str Bonus. Also learn the Stat Junctions and Boost over time. Mad Rush is an underrated ability which berserks your party and gives them Protect and Haste. If you use

Physical Attacks anyway, it is a good way to quickly finish off a powerful opponent.

A good place to learn abilities for now, is the Balamb Beach. You'll encounter Fastitocalon-F's in pairs of 2, which nets you 6 AP per battle. After getting at least Card Mod and T Mag-RF, head back to Balamb Garden. Also refine any Water Crystals you may have gotten into Water magic, which junctions decently. You can refine them with Shiva's I Mag-RF.

- o Challenge the gate keeper, and aim for the following cards, listed in order of their usefulness on junctions right now:
 - Abyss Worm (1 = 1 Windmill = 20 Tornado with T Mag-RF)
 - Snow Lion (1 = 1 North Wind = 20 Blizzaga with I Mag-RF)
 - Ruby Dragon (10 = 1 Inferno Fang = 20 Flare with F Mag-RF)

You could also get some good Lv4 cards by playing Trepie #3 in the Cafetaria:

```
- Blitz (1 = 1 Dynamo Stone = 20 Thundaga with T Mag-RF)
```

- Hexadragon (3 = 1 Red Fang = 20 Firaga with F Mag-RF)

And for Quistis' Blue Magic, many skills can already be learnt (listed in order of their usefulness):

```
- Gesper (1 = 1 Black Hole = Teaches Quistis Degenerator)
```

- Malboro (4 = 1 Malboro Tentacle = Teaches Quistis Bad Breath)
- Fastitocalon (1 = 1 Water Crystal = Teaches Quistis Aqua Breath)
- Creeps (1 = 1 Coral Fragment = Teaches Quistis Electrocute)
- Tri-Face (1 = 1 Curse Spike = Teaches Quistis LV?Death)
- SAM08G (1 = 1 Running Fire = Teaches Quistis Gatling Gun)
- Behemoth (10 = 1 Barrier = Teaches Quistis Mighty Guard)
- Ruby Dragon (10 = 1 Inferno Fang = Teaches Quistis Fire Breath)

Especially 100 Tornado's, Thundaga's, Firaga's and Blizzaga's will be extremely useful for the remainder of the game. It may take a bit of time, and you can get as much as you want (more cards means more good magic for other characters soon) so it's up to you. Junction 100 Tornado to Strength on Squall and notice the difference! The Degenerator skill for Quistis is by far the most useful as it can kill almost any enemy instantly.

FIND OF OPETONAL!

[END OF OPTIONAL]

Note: If you want your score to be as high as possible (Rank 10) at the end of this exam, check Section {INF-1} on how the score works. Below is a useful example of a Max Rank Score:

Attitude = No Deductions = 100 Modifier Bonus = X-ATM092 Destroyed = Bonus = +1

([500 + 400]/100) = 9 + 1 = 10, the Max Initial Rank!

Head over to the Doritory, which you can get faster to by selecting it at the screen in the main hall. Change into your uniform if you're absolutely ready, and head back to the main hall. Meet Zell, a martial arts guy with quite a noticable tribal tattoo on his face (when I was little, I wanted one like him.. But now I'm just glad I didn't..). You'll get a short briefing by Cid. When done, immediately exit without talking to them, the SeeD Exam has officially begun! Drive the car to Balamb, which is simply at the end of the road. Square is hitting the gas.

In Balamb when you have control over Squall again, just run into the vessel and don't talk to anyone. Inside the vessel, don't talk to Quistis. 'Do nothing' will proceed the game. Obey Seifer's order to go outside, and a cutscene will take place.

[PERFECT GAME NOTE 1]

Do not let Seifer get any kills. Later on, when you get the battle report, you can view anyone's kills in the menu. If you want to max out kills, you can do this for anyone, but not for characters that you only get for a short time, like Seifer. Therefore, it's best to keep his kills 0, which is essentially the number that kills roll over to anyway when maxed out.

On the beach, give everyone one GF, then move out without talking to anyone. Go upstairs and fight two weak Galbadian Soldiers. Note that Seifer also has a Gunblade, so you can also pull his trigger and inflict +50% damage. It's a lot more tricky than Squall's, though. Proceed and run through the streets until two Galbadian Soldiers ambush you from a bridge. Proceed to the town square where you'll fight one Galbadian Soldier. Check the north to battle one last Galbadian Soldier. Talk to Seifer two times to initiate a scene. Walk over to Seifer to initiate another, and finally follow Seifer.

Walk over the bridge and into the next area. Here, do not talk to any of the wounded soldiers, just follow the path up to Seifer. You'll have to fight an Anacondaur, a creature that is stronger than the average enemy you've been fighting so far. It doesn't matter if you or Seifer gets the final blow - You won't get any deductions if he doesn't happen to get it (and for a perfect game it is nessecary that he doesn't).

Once you head over to the next area, keep in mind Seifer will leave the party for good - after the scene, and you'll meet up with Selphie. After more dialog, she'll jump off the cliff. Do NOT do this yourself, or you'll get deductions. Instead down the path and enter the communications tower after equipping everyone with a GF. Before you head up the elevator, be SURE to save your game and configure your junctions well. There are many bosses coming up.

By the way, go in the menu and go to Config. Set Cursor to Memory. This will have the game remember what your last command was in battle, which helps a great deal with drawing.

Go up the elevator and a boss fight will initiate after the scene.

[OPTIONAL]

If you did the last optional part with the card refining, you can now prepare

yourself for a series of fights to make it easier on yourself. You will be able to destroy X-ATM092, a powerful upcoming boss. Junction Tornado to Squall's strength. Have Squall at low HP and unleash Renzokuken for insane damage. Just make sure he doesn't die. [END OF OPTIONAL] |Name: Biggs | {BOSS-2} Elemental Weakness(es): ---Status Weakness(es): Vit0, Gravity, The End DRAW LIST: Lvl 1-10: Fire, Thunder, Blizzard, Esuna STEAL LIST: (Don't have Mug yet...) DROPS LIST: |Card Drop: ---|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: ~4.7% chance: | 1-10|2x Elixir 2x Elixir 2x Elixir 2x Elixir '------========= | {BOSS-3} |Name: Wedge | Level Range: 1-10 | HP Range: 416-640 | AP: 4 | EXP: 0 Elemental Weakness(es): ---Status Weakness(es): Vit0, Gravity, The End DRAW LIST: Lvl 1-10: Fire, Thunder, Blizzard, Cure |------STEAL LIST: (Don't have Mug yet...) DROPS LIST: Card Drop: ---|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: 2x Cottage 2x Cottage | 1-10|2x Cottage 2x Cottage DRAW the GF Siren!! .========. |Name: Elvoret | | FLYING ENEMY | {BOSS-4} | Level Range: 1-11 | HP Range: 1563-3523 | AP: 10 | EXP: 0 Elemental Weakness(es): ---Status Weakness(es): Darkness [60%], Slow [90%], Drain [100%], Vit0, Gravity, The End DRAW LIST: Lvl 1-11: Thunder, Cure, Double, Siren STEAL LIST: (Don't have Mug yet...) DROPS LIST: |Card Drop: ---Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:

1-11|3x G-Returner

4x G-Returner

|5x G-Returner

6x G-Returner

After the battle, a timer of 30 minutes will start.. and your goal is to get to the beach ASAP. Do NOT talk to Biggs, immediately head down the elevator, and take the time to junction Siren to one of your characters (combine Siren with Ifrit to balance out the Stat-junctions).

[PERFECT GAME NOTE 2]

If you're doing a perfect game you unfortunately can not fight X-ATM092 over and over again to keep gaining 50 AP. You are only allowed to escape the very first time, and should you encounter it again, you must destroy it. You can destroy it in any fight except the very first.

Exit the communications tower and find that XATM092, a huge robotic spider is sent after you to seek and destroy!

Name: X-ATM092 | {BOSS-5} | | Level Range: 1-11 | HP Range: 5072-5872 | AP: 50* | EXP: 0 Elemental Weakness(es): Lightning [x1.5] Status Weakness(es): Darkness [60%], Slow [90%], Drain [100%], Vit0, The End |-----DRAW LIST: Lvl 1-11: Fire, Blizzard, Cure, Protect |-----STEAL LIST: (Don't have Mug yet...) DROPS LIST: |Card Drop: ---|-----Lvl 1-11: 100% Orihalcon, OR Power Wrist, OR Hypno Crown, OR Force Armlet Note: Only 1 item is dropped, and only after X-ATM092 blows up. |-----Strategy: If you had junctioned any thunder magic to Elem-Atk-J, that person ----- will deal 1.5x the normal damage to X-ATM092. In this fight, you only need to knock off 20% of it's HP, which is slightly above 1000 HP. Hit it a few times, then escape by holding the L2 + R2 buttons. For any further fights, if you want to gain AP over and over, you can fight it at any moment it jumps on you, which are:

- 1. When X-ATM092 gets back up.
- 2. At 'Selphie's Cliff'.

3. Running down the next pathway.
4. At the next screen (where you also fought the mandatory Anacondaur).
\mid 5+. You can keep fighting X-ATM092 on the bridge, as long as you only deplete
it's HP to zero once per battle, you can keep fighting it. In other words
just don't blow it up - yet.
l
As for a strategy, you should already have prepared way before. Have Squall
with 100 Tornado junctioned to his Strength and optionally 100 Thundaga
I describe a la l

If you don't want to kill X-ATM092 over and over again, and want to escape it all the time, you'll have to dodge it. This'll give you a better SeeD Ranking later on. You should only avoid fighting it if you're doing a Perfect Game, however, because the AP is well worth the slight drop in your SeeD Ranking.

If you do want the AP, be sure to select the abilities on your GF's that you want to learn, and have fun learning them! You can easily learn all abilities if you really wanted to, and if you did the needed preparations. Also destroy it when you're done, so you get ONE of the four +40% Stat ability items.

Here's how to dodge X-ATM092:

At the next screen, quickly run away. At the screen with 'Selphie's Cliff', don't use any analog stick, but use the D-pad to run to the left, so Squall can't get stuck behind any rocks. On the next screen, about halfway right before the cracked road, WALK down by holding Triangle, otherwise X-ATM092 will throw you off guard by shaking the ground with it's jump. In the next screen, simple run down again. On the bridge, run to the right until X-ATM092 leaps over you. Quickly run to the left now, until X-ATM092 leaps over again. Now run all the way to the right to the Town Square. Here, simply exit, and rescue the dog by talking to it. In the next street, run down too. In the next one, do NOT enter the cafe (you will not see the inside anyway if you do, but you get a lot of deductions), but simply run over to the beach. You'll get to see one of the most awesome scenes in the game. After more scenes, you're free. Off to explore!

In Balamb Town, you can do a few things. First watch Seifer take off in the car. Head to the next screen. It is possible to read an issue of Timber Maniacs. There are in fact two, one in the Hotel Room, and one on the station, which is on the left of the town square. You can only read one or the other, never both. Choose whichever you want. Head into the first house on the right of the town square and say hello to Zell's mom.. and challenge her to a game of cards! You can win the Zell Card from her. You can also read a fake Timber Maniacs issue in the room on the right.

```
[PERFECT GAME NOTE 3]
```

Be SURE to get the Battle Meter during graduation by talking to Cid. Else you have ONE last opportunity to get it, which is right after you get the Magical Lamp from Cid (head back to the 3rd floor and talk to Cid). After that, it's gone forever.

Head back to Balamb Garden, and talk to Xu, Quistis and Cid in the main hall. Head to the right and talk to Seifer. After the scene, head back to the main hall to hear the announcement. Take the elevator up to the 2nd floor and talk to everyone there. You'll be called forward. After the scene, talk to Cid to receive the Battle Meter. GET THIS, or you will only have one other chance to get it again. It's best to just get it now so you won't forget. Go to the classroom, and a scene will take place. You'll also finally get your score. Please Check Section {INF-1} for all the info on how the rapport is created.

After more scenes, get dressed and talk to Selphie to attend the party. At the party, answer "Yeah, I guess so" to Selphie. More dialog and a beautiful scene will play. After everything, get changed and head over to the Training Center. Here, Quistis will throw yet another Junction Tutorial at you, this time about Status Junctioning.

Inside the training center, either take the left or right path, and exit north nearby a save point. After the dialog, save your game, and check your junctions one more time. Be sure Quistis also has junctions, and exit the training center.

A scream in the distance.. what the hell? Looks like someone is being attacked by a lame ass creature? Let's kick some lame-ass creature butt!

```
| FLYING ENEMY | {BOSS-6} |
|Name: Granaldo |
| Level Range: 1-11 | HP Range: 1314-1538 | AP: 5 | EXP: 40 (+10)
Elemental Weakness(es): ---
Status Weakness(es): Death [10%], Poison [40%], Sleep [40%], Slow [90%],
              Stop [10%], Doom [40%], Drain [100%], Vit0, Blow Away,
              Gravity, The End
|-----
DRAW LIST: Lvl 1-19: Sleep, Blind, Shell
        Lvl 20-29: Sleep, Blind, Shell
        Lvl 30+: Sleep, Confuse, Shell, Pain
STEAL LIST: (Don't have Mug yet...)
DROPS LIST:
              | Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|4x Wizard Stone |4x Wizard Stone |4x Wizard Stone
                                      4x Wizard Stone
|20-29|4x Wizard Stone |4x Wizard Stone |4x Wizard Stone |4x Wizard Stone
 30+|4x Wizard Stone |4x Wizard Stone |4x Wizard Stone |4x Wizard Stone
```

Status Weakness(es): Death [20%], Poison [40%], Darkness [60%], Slow [90%],				
St	top [10%], Doom [40%], Drain [100%],	Vit0, Blow Away,	
Gı	ravity, The End			
	==========	=======================================	=======================================	
DRAW LIST: Lvl 1-19: H	Fire, Thunder, Pr	otect		
Lvl 20-29: I	Fira, Thundara, P	rotect		
Lvl 30+: I	Firaga, Thundaga,	Protect		
	=======================================	=======================================	=======================================	
STEAL LIST: (Don't have	e Mug yet)			
	=======================================	=======================================	=======================================	
DROPS LIST: Card Drop:				
=======================================	======================================	0======================================	0=========	
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:	
	4x Wizard Stone	4x Wizard Stone	4x Wizard Stone	
20-29 4x Wizard Stone	4x Wizard Stone	4x Wizard Stone	4x Wizard Stone	
30+ 4x Wizard Stone	4x Wizard Stone	4x Wizard Stone	4x Wizard Stone	
====0======0==========================				
Strategy: This is an easy fight, despite facing 4 enemies with only two				
characters. First of all, you should consider stocking up on Shell				
and Protect, two great spells. When fully stocked, kill off the Raldos with				
a bunch of physical attacks (or GF castings), and Granaldo will have lost				
much of it's power. You can put it to sleep and pummel it with magic, or you				
can just hack away, since he's barely a threat at all.				

After the fight, the girl (who looks an awful lot like the one who you saw at the very beginning of the game, when Squall was in the Infirmary) will be taken away by two guys in white. Exit the training center and head over to your room. Looks like you got a new one!

When you wake up, grab the Weapons Monthly April Issue from your desk and head out to the front gate. While on your way, talk to the guy in the main hall, who

mentions something about a card group called the CC. Keep this vague information somewhere in the back of your head, and head over to the front gate.

At the front gate you'll get a short briefing. Talk to Cid and he'll give you the Magical Lamp. This item summons the GF Diablos, an extremely useful GF..

[PERFECT GAME NOTE 4]

Be sure to get the Magical Lamp. Even though you can also get it by speaking to Cid in his office on the 3rd floor of the Garden, once you do the next mission you can never get it again.

Before you use the Magical Lamp, be sure to junction well. Should you be a high level, you can also draw Holy and Flare from Diablos, and get 4 Hero items as reward (Hero grants invincibility to one person in battle for some time). Then again, do NOT go leveling up just to get these items. Instead stay a lower level so you can later on get quick stat boosts from Bonus abilities on your GF's. There is no need to play an extremely low level game, but just don't go fight any battles for Exp. Instead, it's better to avoid fights altogether.. And that is where Diablos comes into play.

[OPTIONAL]

Now that you have Siren, you can boost some power yet again. Have Siren learn Tool-RF, L Mag-RF and ST Med-RF, then Boost, Move-Find and the Mag+20% and +40%, and the Mag Bonus ability.

It's time to perhaps win some cards and refine them in very useful magic:

- Tonberry/Tonberry King (1 = 1 Chef's Knife = 30 Death with L Mag-RF)
- Mesmerize (1 = 1 Mesmerize Blade = 20 Regen with L Mag-RF)
- Torama (5 = 1 Life Ring = 20 Life with L Mag-RF)
- Chimera (10 = 1 Regen Ring = 20 Full-Life with L Mag-RF)
- Also refine Tents which you can buy (1 = 10 Curaga with L Mag-RF)

Junction your current best recovery spell to HP and you should be ready to face Diablos!

```
==========
                                      | FLYING ENEMY | {BOSS-8}
|Name: Diablos |
Level Range: 1-100 | HP Range: 1600-80800 | AP: 20 | EXP: 0
| Elemental Weakness(es): Wind [x1.5]
Status Weakness(es): Darkness [50%], Slow [90%], Drain [50%],
                Vit0, Gravity, The End
DRAW LIST: Lvl 1-19: Cura, Demi
         Lvl 20-29: Cura, Demi
            30+: Cura, Demi, Holy, Flare
STEAL LIST: ---
DROPS LIST:
                 |Card Drop: Diablos (100%)
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                          |~4.7% chance:
                |8x G-Returner |8x G-Returner
1-19|8x G-Returner
                                           |8x G-Returner
                | 8x G-Returner | 8x G-Returner
20-29|8x G-Returner
                                           8x G-Returner
 30+|4x Hero
                8x Hero
                            8x Hero
                                           8x Hero
Strategy: This fight requires a simple but effective strategy, or it will be
----- a real pain. At the very beginning, have all characters cast Blind
on Diablos, and there's likely to be one of them who will hit. Now that
Diablos is blinded, he can nearly never hit you with his physical attack
anymore, and his other attacks Demi and Gravija can never kill you because
they inflict a Damage % of your current HP. That means victory is around the
corner. Also noteworth is that if you stock up on Demi, and then cast it on
Diablos, it will not only hurt him for 25% of his current HP, but he will
also fully heal that character with Curaga.
If you are high enough level to draw Holy and Flare (although you really
shouldn't be so high), do so. Leave Demi, you can refine it soon enough from
Black Hole items. Finish Diablos off with Renzokuken and Duel, which are wide
open to use as you should be low on HP all the time due to Gravija.
'-----'
```

Now that you have Diablos, you have just acquired one of the most useful GF's in the game. He has many useful abilities you'll want to learn ASAP: Mug, Enc-Half, Enc-None, Time Mag-RF, ST Mag-RF, and his HP+20%, 40% and 80% are all great. Darkside is also decent, as it allows you to triple your attack (at the cost of 10% damage to your HP).

[PERFECT GAME NOTE 5]

Learn Enc-Half and then Enc-None. From now on, you should avoid as many random encounters as possible so you can get the greatest benefit out of the Stat Bonus abilities later on in the game. You are, of course, still allowed to gain a few

AP here and there even if you gain some Exp.

Now that you have Diablos, consider refining the following cards once you've learns Diablos' refinement abilities:

```
- Gayla (1 = 1 Mystery Fluid = 10 Meltdown with ST Mag-RF)
```

- Quistis (1 = 3 Samantha Soul = 180 Triple! with)*
- Zell (1 = 3 Hyper Wrist = 3x Str+60% ability to teach ANY GF)*
- Gesper (1 = 1 Black Hole = 30 Demi with Time Mag-RF)
- Tri-Face (1 = 1 Curse Spike = 10 Pain with ST Mag-RF)
- T-Rexaur (2 = 1 Dino Bone = 20 Quake with Time Mag-RF)
- Caterchipillar (1 = 1 Spider Web = 10 Slow with Time Mag-RF)
- Elnoyle (10 = 1 Energy Crystal).

You may want the Energy Crystals for Squall's best weapon, Lionheart. Soon enough, you won't be able to find anyone who plays Level 5 Cards, and if you want to make the Lionheart you need the Energy Crystals. You need 2 Crystals..

*If you mod these Rare Cards, you CAN still get them back on Disc 4 after having done a certain quest involving cards. The rewards are great for modding them now so I suggest you do it. The Zell Card is a great playing card too, though, so I am leaving the choice for that one up to you.

In any case, get Meltdown! It's not only an awesome junctioning spell for Vit, it also works on EVERY enemy in the game! And the name 'Vitality 0' is a bit misplaced name, because it reduces defense in general (Vitality AND Spirit) to zero. How great is that..?

Also go back into Balamb Garden and take the elevator to the 3rd floor. Here, challenge Cid to a game of cards. You can win the Seifer Card from him, a great rare card. Be warned, Cid is a good player, plus he doesn't play the Seifer Card all that much. Also talk to him to get the Battle Meter if you hadn't already, last chance now! And lastly, talk to him another time if you hadn't gotten the Magical Lamp, and you'll get it now. After doing the Timber Mission, you can no longer do this.

Now that you have 5 GF's, you should divide them equally like this so every character has a decent amount of stat-junctions:

```
1: Quetzalcoatl (HP, Vit, Mag, Elemental x2)
```

- 2: Shiva, Diablos (HP, Str, Vit, Mag, Spr, Hit, Elemental x2, Ability x3)
- 3: Ifrit, Siren (HP, Str, Mag, Elemental x2, Status x2)

[END OF OPTIONAL]

When you're all beefed up and ready, depart for Balamb. Save your game on the worldmap and enter Balamb. You can start the 'Queen of Cards Quest' now, and it requires you to LOSE the MiniMog Card to the Queen. After losing it to her, talk

to her and she'll tell you she will be moving to a different area. If she says she's going to Dollet, then bingo! Otherwise, if she says she's going to Galbadia (Deling City), reset the game, because we need her in Dollet if we want the quest to go smoothly. If you keep getting the same result (Galbadia), then something is wrong and you need to play a game or two with someone, then save again, then try again. A hard reset may also do wonders. When you're done, hop on the train.

After the scene, go through the door and enter the cabin. You'll get the Pet Pals Vol. 1. Choose "Not too much" to get some info about Timber. After the scene, your characters fall vast asleep due to mysterious reasons. You'll now be in control of Laguna, Kiros and Ward. Your characters stats and junctions are exchanged: Squall - Laguna, Kiros - Zell, and Ward - Selphie.

The forest you are in is linear, so proceed to the end, hop in the car, and you'll be in Deling City. Head right. (Note: You *can* head up, and even fight in the sewers, but that doesn't do you any good). Go accross the street and enter the Galbadia Hotel. Head downstairs and talk to the waiter. (Note: Selecting the gray answer is actually Squall's thoughts). "Let's get a load off" will proceed the story. When you gain control again, head over to Julia, the pianist. After the scene, head back upstairs and ask the receptionist which Julia's room is. When you can, talk to Julia and more scenes will follow. After all scenes end, you'll be back with your regular characters, and you have arrived in Timber.

Here, answer "But the Owls are still around". (Note: If you give the incorrect answer, you'll get a funny scene, and it doesn't do anything bad). You can check the Timber Souvernir' "shop" on the right for some info, after which you should follow the guy.

After the scene inside the train, head up and save your game. Go back and challenge Watts to a game of cards. He'll first say: "Let's play a game with Balamb's rules and ours, sir". Whenever you see a line like this, it means rules will be mixed, which can result in rules getting spread or abolished. In this case, we want the Open rule to spread, so we accept. You can immediately cancel the game once you've accepted. If the Open rule has spread, then good, go save. if nothing happens and Watts stops asking to mix rules, load your game and try again. Also, don't mind whatever the trading rule here is; It won't change right now.

When you're satisfied, play a game for real with Watts, and win the Angelo Card from him. Consider CARD MODDING this card: It gives 100x Elixir! Now proceed with the game. Fetch "the princess" at the end of the train which turns out to be .. Rinoa, the girl you met at the party. You'll also get the Angelo tutorial, you know, the dog whose Card you just modded into 100 Elixirs (if you're smart). 'Talk' to Angelo after the scene (repeatedly) and .. Eh, never mind. Let's go back to the game. Head back to the front to initiate more scenes, including the mission briefing for the upcoming briefing.

When you get it, say so. Check out the board on the right to read the 'Anarchist Monthly' clippings, which reveal some information about Vinzer Deling, the president of Galbadia. Exit the room and talk to Watts when you're ready and have saved your game.

Now the mission begins. Walk over to Rinoa, then head jump over to the other train and get to the other side. Now you'll have to input three codes. Press down when no guards are near and input the three codes. Go back up if a guard gets near. When done, you'll have to input five codes this time, and you won't get a warning from Zell or Selphie this time, so be careful. You should have plenty of time, so take it easy. When done, you'll be back in the train again.

If you did everything perfect in one go, you'll get +100 SeeD Exp, in other words your SeeD Rank increases by +1. If you took 10+ tries (jeez, then you must really suck), your SeeD Rank will drop by 1. Between 2-9 tries, nothing happens.

You get some time to equip your GF, because a boss is coming up. Save your game. Also check the room where you picked up Rinoa, and grab the Pet Pals Vol. 2 from the bed. Talk to Rinoa when you're done (and make sure you have the Item command on at least one character equipped), and you'll get into a boss fight after the revealing scene.

```
.==========.
Name: Fake President
                                        | {BOSS-9}
| Level Range: 1-12 | HP Range: 52-778 | AP: 0 | EXP: 0
Elemental Weakness(es): _---
Status Weakness(es): Slow [90%], Vit0, Gravity, The End
|------
DRAW LIST: Lvl 1-12: Cure
STEAL LIST: ---
|-----
DROPS LIST: ---
'------
.========.
                               UNDEAD ENEMY | {BOSS-10}
|Name: Gerogero |
Level Range: 1-12 | HP Range: 350-3650 | AP: 20 | EXP: 0
Elemental Weakness(es): Fire [x2], Earth [x2], Holy [x3], Restorative [Hurt]
Status Weakness(es): Slow [90%], Regen [90%, Hurt], Doom [80%],
             Vit0, Gravity
|-----
DRAW LIST: Lvl 1-12: Esuna, Double, Berserk, Zombie
|-----
STEAL LIST:
              Card Mod Common: --- Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                   ~4.7% chance:
| 1-12|2x Phoenix Down |2x Phoenix Down |2x Phoenix Down
                                   2x Phoenix Down
|------
DROPS LIST:
             |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-12|8x Zombie Powder |8x Zombie Powder |8x Zombie Powder |8x Zombie Powder
Strategy: Again, two enemies in one boss fight. The Fake President is easily
----- disposed off though, and he only uses his weak bite attack.
Gerogero however is much stronger. It *is* an undead enemy though, so one
simple Elixir will mean instant death for him. You should take the time to
draw stocks of Esuna and Double, to fill them up completely. They're useful
spells and Double junctions quite well for now. If you get silenced or
berserked, heal it immediately with Esuna and you should be fine. Keep your
HP above 450 or so. When you're done toying around, finish him off with an
Elixir. A Phoenix Down can also do the trick, but with only 25% chance of
success. An X-Potion also works 100% like an Elixir. Heck.. Curaga works too.
```

```
00=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*
                   {5} Timber and Optional Dollet ||
                                                      CHECKLIST
| Treasure: | 500 Gil, Buel Card, [Tonberry Card OR Forbidden Card],
           Geezard Card x5, Red Bat Card x4, Buel Card x3,
           Anacondaur Card x2, Cactuar Card, (INFINITE: Potion, Soft,
           Phoenix Down, Antidote, Geezard Card), Occult Fan II,
           Timber Maniacs (x3), Potion, Phoenix Down, Soft.
|| Rare Cards: | Siren, MiniMog (win back).
Map of Timber:
[TV Station] -- [ ] -- [Back Alley] -- [Pub]
                 [Timber
                  Maniacs] [House] [Pub Square] [Old Man
                                (with Item Shop) (Owl Tears)]
                     [Timber Square] --- [ ] --- [Train
                                         (Save Point) Station]
        [Train Station
        (from Balamb)]
        (with Pet Shop) -- [ * ] --- [Overpass] -- [Hotel/Junk Shop]
                                             [Exit]
```

Note: Because Timber is fairly large, the above map should help you. You start at the [*] this time, and everything between [brackets] is an area.

You can now get into random encounters, just so you know. Don't forget to give the junctions of the party member you're leaving out, to Rinoa. You can do an easy Junction Exchange under the Switch option at the menu. Back at the station, you can now visit the Pet Shop, which sells GF related items. Having Amnesia Greens may come in handy for later, and you might also want to buy Pet Pals Vol. 3 and 4 (but only learn the skills from Volumes 1 and 3; The others will get in the way with Angelo Search, a very useful skill later in the game).

First, although optional, go over the overpass, past the alley with the hotel and weapon shop, to the exit area. Here, fight the two Elite Soldiers. Now backtrack and head to the Timber Square by going to the right on the [*] screen. Enter the Timber Maniacs building and check out the back of the right pile of magazines to find the Girl Next Door magazine. Also check out the small room on the left to find a hidden Blizzaga Draw Point. Last, if you talk to the guy in the room down the hall, you'll get various scenes.

[PERFECT GAME NOTE 6]

lost forever.

Don't forget the Girl Next Door. While you still have many opportunities to get it later, at some point in the game (Disc 4) it becomes inavailable and will be

From the Timber Square, you can enter the House and check out the back alley from the 2nd floor. Go back outside and head over to the Old Man's house, see the map. Here, talk to the Old Man and answer yes. You can now drink from the tap which restores your party. You can also inspect the cupboard 4 times here and get 500 Gil, but after this you can't drink from the tap anymore (though it

isn't a big deal).

Head over to the Pub Square and defeat two Galbadian Soldiers, after which you get a Buel Card (just a normal card). There's also an Item Shop here (on the left). Enter the pub. Looks like there's a drunk guy blocking the exit to the back alley, you can either tell him about the card and he'll move out of the way and give you the Tonberry Card, OR you can buy him a drink. Observe him and see what he's drinking, and talk to the woman on the left to see what he thinks is good, and check the below table to make it even easier:

Red:	Green:	Yellow:
Sweet: |Mimett |Tantal |Curiel |
Bitter: |Krakka | Reagan |Sylkis |

Heck, the guy only likes Reagan drinks, so buy him that drink and you'll get the Forbidden Card. (Note, by the way, that the drinks are named after Chocobo Greens from Final Fantasy VII). When he's out of the way, go through the back alley and up the stairs to the TV station. Save your game on the way.

The large screen at the stairs seems messed up, but there's actually some text readable if you scramble it out: "Bring me back I am alive here I will never let you forget about me". What does that mean..? Play on.

During the scene on the stairs, answer however you like, then head over to the TV Station. After the scene, follow Seifer. More scenes will happen. Now head over to the house at Timber Square. Here, a scene will occur. When upstairs, talk to everyone, and talk to Quistis twice to progress the game. Downstairs, you'll get a Potion, Phoenix Down, Soft, Antidote and Remedy from the woman.

Outside, talk to the Galbadian Soldier and you'll get a scene. After the scene, head right. Another scene takes place. Follow Quistis, go up the stairs, cross the bridge and you'll have made it to the departing train. Inside, talk to Rinoa, then check out Zell and pick (Leave him alone). When the train stops at East Academy, you *can* get off to continue with the story, but you can also choose to do some optional things in Dollet and Timber, which I suggest you do first.

[OPTIONAL]

If you've been following this guide religiously up to this point, the Galbadian

If you've been following this guide religiously up to this point, the Galbadian region has the Open and Same card rules (where Open came from Balamb region).

We're off to Dollet to run some rewarding errands there. On the worldmap, at the end of the railroad track there's a path leading to the beach; Dollet is located here. You've actually been here before, remember? It was during your SeeD Exam. Now, your exploration of the town will be more thorough and at a calmer pace.

Familiarize yourself with the town again, but for now, refrain from doing anything card game related. When exploring the main street, which you should be able to recall from memory, continue to the town square with the fountain.

Approach the Dollet Guard on the left twice, and follow the path to the end for a funny scene. Return to the town square afterwards and head inside the hotel. Stay the night; you can find a Timber Maniacs in the hotel room.

Absolishing Random and Elemental card cules from Dollet:

One of the most frequently asked questions ought to be: "How do I abolish the Random rule (from Dollet)??" The former strategy here was hardly satisfactory, but the following strategy ensures with a 100% success rate that you'll abolish Random from Dollet once and for all. Here's the breakdown:

Abolishing Random (or spreading Open):

PREREQUISITE: Queen of Cards IS in Dollet. If you followed this guide, she should be in Dollet (at the pub), but if she's not then check the alternative strategy).

So this works if the Queen IS in Dollet:

1. First of all, for the sake of simplicity you'll need to be carrying Galbadia's rules. If you've been following this guide, then you'll be carrying them automatically.

If you're no longer carrying Galbadian rules (due to playing in Dollet), head back to Timber and challenge the gate guard on the left several times, while declining to actually play, until he stops asking to mix rules. (He stops asking to mix rules, because you're now carrying Galbadian rules, so there's nothing to mix).

- 2. Save your game in the Dollet hotel, then do a hard reset on your console. (This implies that you turn your console off/on, in contrast to a soft reset, which is done with the controller. A PSP or emulator works fine too, but you can't use "save states" because that'll mix things up.)
- 3. Head outside to the town square and immediately walk back inside the hotel. (This is actually necessary, yes, and it's based on grounds of manipulating the game's random number generator to finally favor you)
- 4. Challenge the girl in the hotel to a game of cards twice, but decline both times.
- 5. Challenge the girl a third time and accept the challenge. Quit the game as soon as it starts.
- Result: A. If Open had not yet been spread to Dollet, it will spread now. If you want to abolish Random after this, head back to Timber to carry Galbadian rules, then follow steps 2-5.
 - B. If Open was already spread, Random will be abolished. You cheer, hop up and down and give random passersby a hug for the next few days.

Alternative instructions if Queen is NOT in Dollet:

- 1. Carry Galbadian rules (go to Timber, challenge left gate guard until he stops asking to mix).
- 2. Go to Dollet. Save in the hotel (adjacent to the town square with fountain).
- 3. Do a hard reset. Reload your save in the hotel.
- 4. Challenge the girl in the hotel 4 times, decline everytime.
- 5. Challenge the girl for a fifth time and accept the challenge. As soon as the game starts, quit the game. This should do the trick.

Before we continue with abolishing Elemental, we'll first do some mandatory exploration of Dollet in order to fulfill the requirements to effectively abolish this rule.

Dollet's Pub:

In the main street you can check out the Nautilus shop, although it's hardly an interesting shop in terms of content. Further down, head inside the pub.

Talk to the "woman" at the counter for a funny dialog, then head upstairs. The Queen of Cards should also be here, but definitely IGNORE HER for now. Grab the Timber Maniacs from the table, and make sure you're able to use the save point here; it's initially hidden, so you'll need Siren's Move-Find ability. This is a very essential save point, so learn this ability if you haven't already.

Challenge the pub owner (the guy on the left) for a game of cards. Since you've already abolished Random, it should be a piece of cake to beat him. Upon victory he invites you to his private room.

Talk to the Pub Owner in his private room to receive a Geezard Card x5, Red Bat Card x4, Buel Card x3, Anacondaur Card x2, and a Cactuar Card.

There are also 3 magazine piles here. Here's what they yield:

Pile near exit: (Max of 3 items per room visit)
==========

Nothing (50% chance)

OK Shop, 1 rental discount ticket (6.25% chance)

Aphrora Pub, 1 drink discount ticket (6.25% chance)

Mother's day 1 day massage ticket (6.25% chance)

Potion (6.25% chance)

Antidote (6.25% chance)

Soft (6.25% chance)

Phoenix Down (6.25% chance)

Geezard Card (3.125% chance)

Occult Fan II (3.125% chance, only ONCE)

Pile on the right:

==========

Note about Anacondaurs

Note about Goofy magazine BOO! Monthly

Note about a Card Game with Laguna

Note about New Pub Owner

Pile on upper left:

==============

Note about Pub Owner's journal

Note about Pub Owner's journal

Especially the pile near the exit is of interest to us, but more on this soon. For now, be SURE to get the Occult Fan II from it.

Challenge the pub owner again and win the Siren Card from him. You can mod this card into 3 Status Atks, which is an excellent ability to teach a GF. If you do this, I suggest combining it with a 100x Death junction to rid yourself of most enemies quickly. Remember that refined cards can be won back on disc 4.

Abolishing Elemental:

- 1. Beat the pub owner to access his private room (see above).
- 2. Head to Timber and challenge the left guard repeatedly again until he stops

asking to mix rules. You are now carrying Galbadian rules.

- 3. Back in Dollet, go inside the pub and save your game (which requires the Move-Find ability from Siren).
- 4. Do a hard reset on your console (turn it off/on).
- 5. Load up your save game in the pub, enter the private room, and examine the magazine stack (closest to the exit) exactly twice.
- 6. Challenge the pub owner to a game of cards, accept the challenge, and quit the game as soon as it starts.

This should abolish the Elemental rule.

Alternative instructions if Queen is NOT in Dollet:

Exact same as above, except you must examing the magazine stack exactly THREE times (instead of two times).

Now that you've abolished both Random and Elemental, let's continue with our exploration of the town.

The Bone Quest:

Note: This quest can also be done at a later time and will give you a different reward (X-Potion, Mega-Potion, Elixir). You can just go ahead and do it now, or wait if you must.

Head back into the pub and ask the Queen of Cards about her artist father. This initiates the "Bone Quest". Head further down the street, and you'll come across a dog and a boy in the next screen. Talk to the boy and follow him inside. Check the painting and talk to the boy. Also challenge him to win back your MiniMog Card (if you had spoken to the Queen earlier about her artist father, and lost the card to her in Balamb in the first place).

Head outside and Squall will note there used to be a dog here. Head to the town square and talk to the dog. Look under the bone to receive a Potion. Head back to the old man's house and check the painting after the scene, and talk to the boy. Now head over to the street at the pub's entrance, and talk to the dog. Look underneath the bone to receive a Phoenix Down. Head back to the house and check the painting a final time. Head outside, talk to the dog, and you'll receive a Soft. The quest is now over.

And that's it for Dollet's amazing secrets! Head back to the worldmap to get going. You can either do some very minor things in Timber now, or continue with the storyline.

Timber Loose Ends:

[PERFECT GAME NOTE 7]

While in Timber, also speak to the man sitting at the town square (where Timber Maniacs is). Tell him "No way" that he shouldn't quit, which is important to do so you can get a missable item from him later on (Pet Nametag).

You can also, btw, get infinite Potions from the guy on the overway as long as Rinoa or Quistis is in your party. Lastly, you can read a Timber Maniacs issue in the Hotel Room (rent it).

[END OF OPTIONAL]

Go back to the worldmap and follow the road until you get to a bridge. A small, round forest should be nearby.

Before you enter the nearby forest, do a Junction exchange so that Quistis and Selphie have the junctions of your two other party members.

Enter the nearby forest. After the scene, Squall, Quistis and Selphie will fall vast asleep and become Laguna, Kiros and Ward (in that order respectively).

This is a table which shows that some actions have an effect on later visits you will make to the Lunatic Pandora. It's best to do everything, but I advise you to certainly not miss out on the very rare Power Generator!

Laguna's Actions (in the dream):	
Pick up the Old Key near the Confuse Draw Point (and near barrels).	Unlocks the doorway which reveals an Ultima Draw Point.
Remove the lever of the middle panel	 Reveals a Silence Draw Point
	 Reveals a Phoenix Pinion
Fiddle with the lever of right panel + press the blue switch afterwards	 Reveals a Power Generator (!)
Find the Old Key at 1st intersection	Reveals a LuvLuvG item behind the door
Press the detonator (red + blue)	The boulders fall into holes which allow you to reach some secrets. It also clears the way to Combat King 005
Push a rock from a left tunnel wall	 Reveals a Spd-J Scroll

[PERFECT GAME NOTE 8]

Warning: You can come across Gespers here, which know the Degenerator attack. This wipes out a character, but you don't want this to count to your death total later on.

Note: Should you be a high level, you can get Laser Cannons from Elastoids, but only if they're Lvl 30+. You really shouldn't be that high yet.

As Laguna, choose "Nah, just my imagination", then walk down the path. At the next screen, you'll fight some Esthar Soldiers. After this, take the right path and climb down the ladder. Go to the next screen, and go left here. Near the rubble, grab the Old Key (which silly Laguna loses). Now walk two screens left and check the middle hatch. After the lever is removed, backtrack to the start where you fought the mandatory Esthar soldiers, and take the left path.

Climb down the ladder at the end of this screen, and you'll be in a hall. Check near the rubble on the left to find another Old Key (which is also lost). Make sure to walk to the next screen (below) to fiddle with the left hatch. These things will later on reward you. Backtrack all the way again so you get to other side of the hatches (the right side), and check the final hatch too. Now you can proceed up north at the screen where you found the first Old Key. In the next screen, go up.

Here, you'll find a detonator, First press the red switch to move one boulder and open up the left hatch, then press the blue switch to move the other boulder and open up the right hatch. Go to the next screen, and walk the stairs to yet again the next screen. Here, proceed and touch the boulder on the left to take care of yet another Esthar Soldier. Proceed north. In this screen you can save your game. Head north to exit the Lunatic Pandora. Depending on how many traps you set, you'll fight between one and five battles. If you did all the previous, you'll only fight two Cyborg Esthar Soldiers. The last will use the "Soul Crush" attack on Kiros and Ward. This is story related, but be sure to heal up Quistis and Selphie in the real world.

After a few scenes, you'll be back at the worldmap. Galbadia Garden is just around the corner.

Note: The forest can now be walked in on the worldmap, and you can encounter various enemies including Ochus, Wendigo's and Anacondaurs. This can be a decent training spot, should you feel the need to train. Also note that Grendels with levels 1 - 29 can drop Dragon Fangs, an item needed for Squall's best weapon, Lionheart. It may be useful to get four Dragon Fangs now, to save you the trouble later on. Remember, they DROP them, so you cannot mug them. If you successfully steal from an enemy, no item will be dropped.

After the movie, walk inside Galbadia Garden until Quistis says she takes care of it. Move inside, and you'll get the message to go to the 2nd floor reception room. Go to the north exit and continue north. You'll be in a hall with guys doing pushups (they hold some funny dialogs). Head up the stairs and enter the room on the bottom of the screen. This is the reception room. Talk to Zell, Rinoa, Quistis, Zell, Selphie in that order, and Squall will exit the room.

Go back downstairs and walk to the main hall. A scene with Fujin and Raijin will take place. After this, talk to Quistis at the front gate, and finally, talk to Rinoa at the exit. After the scene, Irvine joins you (Oh my.. his last name is actually USED in-game). Talk to him, then to Zell. You can make your own team, don't let that sneaky Irvine team up with the babes ;)...After the tutorial, you'll be back at the world map. You can, however, grab ALL Level 6 Boss cards from a certain player in Galbadia Garden.

[OPTIONAL]

Inside Galbadia Garden, head to the main hall. From here, go right. In this hallway, go through the door on the right, and you'll be in a classroom with three people. The girl can play ALL Level 6 Boss Cards, so you'll probably want to play a lot with her.

You can also change the card rules for the Trabia region, which will save you the trouble later on. From the classroom with the girl that plays all Level 6 Boss Cards, go out to the hall, (SAVE first at the main hall) then enter through the other door on the left. Walk to the left (you can't enter the ice hockey field now), and you'll get to the locker room. Here, challenge the Trabia exchange student to a game of cards. He'll ask to mix rules: Agree, then quit. The first time you're likely to spread Open to the Trabia rules. (Rarely will you either abolish Random or Plus the first time). Good.

Now go to the girl that plays Lvl 6 cards and she'll keep asking to mix rules. DECLINE the offer all the time, until she stops asking after a while. Save at the main hall now. Head back to the Trabia Student and he'll ask to mix again, since you just 'got' yourself the Galbadian rules. Agree, then quit. You are aiming to abolish Random first (although abolishing Plus is also good). If Open abolishes, reset, and the same thing goes for if Same spreads. Only abolish Random or Plus. Save your game if you pull it off.

Now repeat the progress for the final rule to abolish. Talk to the Lvl 6 cards girl again, decline the mix until she doesn't bother any more, save, head back to the trabia student, and keep resetting until you finally abolish the last rule. Be very happy when you pull this off, it saves you trouble later on.

[END OF OPTIONAL]

Enter the nearby station, and pay 3000 gil to depart on the train. Attempt to leave to progress. After that, follow Irvine and you'll be in Deling City.

When you arrive in Deling City, simply exit the station and go outside. Talk to a party member and continue. If you want to continue with the game, simply talk to the conductor when the bus is here, and it'll take you to General Caraway's Mansion, your next stop for plot progress. However, due to some optional thing my fingers are aching to steer the characters somewhere else..

[OPTIONAL]

If you had given the Queen of Cards the MiniMog earlier in the game at Balamb, you can now fetch your BIG, FAT reward. We're going to get the Kiros Card!

Head to the right, and walk down the road. You'll come past the hotel. Stay for the night and read the Timber Maniacs magazine that can be found between the beds. Exit, and simply follow the road further. Now you'll get to the screen where we want to be. First of all, there's a Shop & Junk Shop here on the right. The man in black across the street is the one you'll want to play a game with: He holds the Kiros Card. Once you've won this card, you can mod it into three Accelerators - An item that teaches a GF the ability Auto-Haste! This is an AWESOME ability to have because your characters will then have the status Haste permanently (even after death), but this also grants 100% immunity to Slow and Stop. Ok, admittedly the Kiros Card is an awesome playing card, but Card

Modding it gives too good rewards, so just do it.

You can probably upgrade a few weapons by now. However, weapon upgrades are highly overrated, since many weapons only give a very small increase in attack power and hit rate. Only Squall's weapon is worth upgrading at the moment, and I suggest you upgrade it to a Flame Saber, nothing less. This grants you the Fated Circle and Blasting Zone Limit Breaks. If you want to, you can even skip this and go straight to Lion Heart, which will be covered shortly.

From this screen, head down. At the intersection on the next screen, head right. You'll now be at the front of Caraway's Mansion, talk to his guard on the right.

[END OF OPTIONAL]

Talk to the guard. He'll tell you that you need to fetch a student ID number from the Tomb of the Unknown King. You can also buy a location displayer for 5000 gil from him, or get two hints for 3000 gil per hint. Don't bother with the hints, they're as follows:

- 1. "There is a GF inside the [Tomb of the Unknown King]. If you feel confident enough, it may be worth the challenge."
- 2. "The GF in the back of the cavern has a weakness. 'Stay above the ground'. Keep that in mind."

Only buy the location displayer if you want it for completion purposes, then ask the guard to escort you out of town. Exit to the worldmap. Check the northeast (bring up the world-map with SELECT), that's where we're gonna go. At the end, enter the small tomb covered with green.

There's a Protect draw point on the left, and a save point on the right. Enter the Tomb. You should know three things: 1. You can bring up the map by holding SELECT, and the X notes down your location (if you bought the 5k displayer). 2. The point of view will always be over Squall's shoulder, which keeps changing around, and makes it a bit difficult to navigate. 3. If you use the escape option from the map (Triangle), your SeeD rank will drop by 1. However, using the map itself doesn't do anything negative.

Note: From now on, "Up" means both "Up" and "Follow the linear path".

Go up, and inspect the sword. Write down the number. You're basically done now for the mandatory part. However, if you want to get the next GF, read on.

[OPTIONAL]

Directions from the screen with the sword: Right, Up, Right, Up, Right, Up. Here, Sacred must be fought. However, he'll flee from battle very quickly.

Directions: Down, Up, Right, Up, Right, Up, Right, Up. Here, pull the lever at the right to release the waterflow. Also make SURE you draw Float from the Draw point on the left.

Directions: Down, Up, Right, Up, Right, Up, Right, Up. Check the machine on the left to lower the bridge in the middle of the Tomb.

Directions: Down, Up, Right, Up, Right, Up, Right, Up. You're back outside, so you can save your game.

Head back inside and go all the way up to fight Sacred & Minotaur, aka Brothers.

.========. . .-------.

```
|Name: Sacred |
                                          | {BOSS-11}
Level Range: 1-75 | HP Range: 578-27218 | AP: 20 | EXP: 0
Elemental Weakness(es): Poison [x2], Wind [x2]
Status Weakness(es): Float [70%], Drain [100%], Vit0, Gravity, The End
DRAW LIST: Lvl 1-19: Shell, Protect, Berserk, Life
        Lvl 20-29: Shell, Protect, Berserk, Life
           30+: Shell, Protect, Berserk, Life
STEAL LIST: ---
DROPS LIST:
              Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                     |~4.7% chance:
|8x G-Hi-Potion
20-29 8x G-Hi-Potion 8x G-Hi-Potion 8x G-Hi-Potion
                                     8x G-Hi-Potion
| 30+|8x G-Hi-Potion |8x G-Hi-Potion |8x G-Hi-Potion |8x G-Hi-Potion
'-----
Name: Minotaur
                                          | {BOSS-12}
Level Range: 1-75 | HP Range: 855-36375 | AP: 20 | EXP: 0
Elemental Weakness(es): Poison [x2], Wind [x2]
Status Weakness(es): Float [50%], Drain [100%] Vit0, Gravity, The End
|------
DRAW LIST: Lvl 1-19: Shell, Protect, Berserk, Double
        Lvl 20-29: Shell, Protect, Berserk, Double
           30+: Shell, Protect, Berserk, Double
STEAL LIST: ---
|-----
DROPS LIST:
               | Card Drop: Sacred (100%)
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                     ~4.7% chance:
1-19|8x G-Returner |8x G-Returner |8x G-Returner
                                     |8x G-Returner
20-29 8x G-Returner
              |8x G-Returner |8x G-Returner
                                     |8x G-Returner
30+|8x G-Returner
              |8x G-Returner |8x G-Returner
                                     |8x G-Returner
|------
Strategy: Start the fight by casting Float on both Sacred and Minotaur. This
----- takes care of their regeneration from the earth. Your next step
should be to either cast Float on all party members (to block their special
attack Mad Cow Special), or cast Meltdown on Sacred and Minotaur to reduce
their defense to 0. When you've done that, the fight should be a breeze, so
| take your time to draw the Life spell from Sacred. You can also Draw-cast
Protect on all your party members, but it's not nessecary. Just pummel them
and the fight should be over sooner or later. Sooner, that is.
```

After the fight, the GF Brothers joins you, and you also get the Minotaur Card. I suggest you learn the Brothers HP+% abilities, then the HP Bonus ability (which gives you +30 extra HP per level up). After that, learn the junction abilities, Cover, Boost, and Defend.

Note: I suggest you Card Mod the Minotaur Card into 10x Adamantine. This item is great on it's own (teaches a GF Vit+60% ability), but is also used in Weapon

upgrades, including many final weapons. Yes, even Squall's Lionheart. I suggest you keep the Sacred Card for playing, since 100 Dino Bones .. well.. *Eyeroll*.

Now that you have Brothers, spread the GF's like this on three characters:

- 1: Quetzalcoatl, Brothers (HP, Str, Vit, Mag, Spr, Elemental x2)
- 2: Shiva, Diablos (HP, Str, Vit, Mag, Spr, Hit, Elemental x2, Ability x3)
- 3: Ifrit, Siren (HP, Str, Mag, Elemental x2, Status x2)

Exit the Tomb by going all the way straight (down, up, up) out.

Once you've done the Tomb of the Unknown King Quest, head back to Dollet and lose the Sacred Card to the Queen. Make sure you send her back to Balamb, just to make life easier on yourself. Whatever you do, MAKE SURE SHE DOES *NOT* GO TO DELING CITY. You can re-win your Sacred Card back from her son here in Dollet.

You can now create Squall's best weapon, Lionheart. You need 1x Adamantine, which comes from the Minotaur Card, 4x Dragon Fang, which can be stolen from Grendels (Lvl 1 - 29) that can be found in the dream forest, and 12x Pulse Ammo, which can be gotten by refining two Energy Crystals into 20 Pulse Ammo. Energy Crystals can be gotten by modding 20 Elnoyle Cards into 2.. (somewhat time consuming, yes). I suggest only upgrading Squall's weapon, because he gets a new Limit Break, the others only gain a very slight increase in attack power and hit rate, which isn't worth it.

One possible exception is Selphie's best weapon, the Strange Vision. This weapon never misses (like all of Squall's weapons), which is a plus. It requires 1x Adamantine, 3x Star Fragment (Card Mod 9 Iron Giant Cards into 3), and 2x Curse Spike (Card Mod 2 Tri-Face Cards into 2).

One last thing I'd like to mention here is that it's advisable you learn Mug, since soon you'll be able to really benefit from mugging several bosses.

[END OF OPTIONAL]

Head to Caraway's Mansion and give the number to the guard. In my case, the number was 47, so I enter 7, 4, 0. Enter the Mansion. Inside, talk to Rinoa and answer however you like. After the scene, follow General Caraway and watch the scenes/debriefing. Head back to the mansion after everything.

Back at the mansion, watch the scene and you'll be in control of Quistis. Attempt to exit and bump into Rinoa. After the scene, follow the others. Talk to Caraway, and follow him with Squall. Follow him until Squall and Irvine are in position. After this, you'll be back in control of Quistis. Head back to the mansion after which the team gets locked in. Now you're in control of Rinoa.

Walk around the car and enter the sewers by checking the manhole. Head west, then West, then West. Grab the Weapons Monthly May Issue and go east to climb the ladder and go back to where you were.

Climb the crates with X, and go left to the next screen. Here, climb the ladder and the ledge, and walk up to Edea. Many scenes and movies will play. At the end of them, you're back with Quistis and co. Check the glasses on the left, then place the glass in the statue's hands at the upper left corner of the room. A secret entrance opens up, and you'll now be in the sewers. Check the wheel to go over it, then open the door and go up.

Back with Squall, follow Irvine. Save your game after this. Climb the building like Rinoa did, and an extra ledge on the left. Here, ask Vinzer Deling if he wants to play a card game with you. Guess he doesn't respond .. he's too busy

rotting. Climb the stairs, and go inside. It's boss time.

```
DRAW the GF Carbuncle!!
                                       {BOSS-13}
|Name: Iguion |
| Elemental Weakness(es): Earth [x2], Holy [x2.5]
Status Weakness(es): Drain [100%] Vit0, Gravity, The End
|-----
DRAW LIST: Lvl 1-19: Cure, Esuna, Break, Carbuncle
STEAL LIST:
             | Card Mod Common: --- | Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                  |~4.7% chance:
| 1-19|6x G-Returner | 6x G-Returner | 6x G-Returner
                                  |6x G-Returner
|------
DROPS LIST:
             |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: | 1-19|4x G-Returner | 4x G-Returner | 4x G-Returner
Strategy: These two aren't very tough, mainly due to their low HP. First of
----- all, draw the GF Carbuncle from one of them. This also disables
\mid their Auto-Reflect ability. Now you can finish them off by simply focusing on \mid
on of the two, and after it goes down, on the other. They can petrify you,
but this isn't a big deal as you should have won before the timer runs out.
You can also mug them for an extra 4 G-Returner in total (+2 per Mug).
'-----'
```

Carbuncle isn't a GF you'll be using a lot, but sometimes summoning it has a good use, because it casts reflect on all party members. It's GF abilities are also nice to have. Learn Recov Med-RF the first, then Vit+% abilities and Vit Bonus. After that, go for the junctions and the remaining abilities.

Go south and check the hatch on the right. In the next screen, inspect the sniper rifle and watch the scene. Now shift back to Quistis' team.

Go up to the next screen. Here, open the door on the upper left and go left. Check the ladder (which falls). It's possible to go over it and find an Esuna Draw point at the end, but you can also go just left to the next screen, then up to another screen. Go up again, and in the next screen, open the door on the upper right and go right. Go right. Pass over the wheels, yes both, then go down and pass over the wheel on the right. Go down again through the door. Again, go over the wheel, and again, go down through the door. Pass through the hall and head right. The ladder that falls will function as a bridge now (and the ladder going up actually leads where you came from - the mansion). Just head right and ignore the fallen ladder. Head right again, go over the wheel and go up. Go up one more screen and you'll be at the end of the sewers. Save your game. Climb the ladder, then climb it up again, and after the movie, flip the switch.

More scenes and movies will play, and it'll finally be time to fight Seifer and Edea. Check your junctions for Rinoa, Irvine and Squall. Don't forget to junction your newly aquired GF Carbuncle. Now that you have Carbuncle, junction your GF's like this on your characters to evenly spread the stat-junctions:

```
1: Quetzalcoatl, Brothers (HP, Str, Vit, Mag, Spr, Elemental x2)
2: Shiva, Siren, Diablos (HP, Str, Vit, Mag, Spr, Hit, Elemental x2, Status x2,
```

^{2:} Shiva, Siren, Diablos (HP, Str, Vit, Mag, Spr, Hit, Elemental x2, Status x2 Ability x3)

^{3:} Ifrit, Carbuncle (HP, Str, Vit, Mag, Elemental x2, Status x2, Ability x3)

```
{BOSS-14}
|Name: Seifer |
| HP Range: 176-1150
                                 | AP: 0 | EXP: 0
Level Range: 1-20
Elemental Weakness(es): Poison [x1.5], Wind [x2]
Status Weakness(es): Sleep [20%], Slow [90%], Drain [100%],
               Vit0, Gravity, The End
DRAW LIST: Lvl 1-19: Fire, Cure, Life
            20: Fira, Cura, Life
        Lvl
               | Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST:
|Lvl: |~69.5% chance:
               |~20% chance:
                           |~5.8% chance:
                                        |~4.7% chance:
1-19|1x Hero
                           1x Hero
                1x Hero
                                        1x Hero
  20|1x Hero
               1x Hero
                           1x Hero
                                        1x Hero
DROPS LIST: ---
Strategy: Seifer is a real pushover. He can only use Fira and his regular
 ----- gunblade, which he only rarely pulls the trigger for. If you want
 to, cast Protect first, then finish him off with a few physical attacks. You
 can also stock up on Life if you hadn't already. Also try to mug a Hero.
'------
========
|Name: Edea |
Level Range: 1-20 | HP Range: 1300-7000 | AP: 20 | EXP: 0
Elemental Weakness(es): ---
Status Weakness(es): Vit0, The End
DRAW LIST: Lvl 1-19: Cura, Dispel, Life, Double
            20: Cura, Dispel, Life, Double
        Lvl
______
STEAL LIST:
               | Card Mod Common: --- | Card Mod Rare: ---
Lvl: |~69.5% chance:
               |~20% chance: |~5.8% chance:
                                        |~4.7% chance:
1-19|1x Elixir
               |1x Elixir
                           |1x Elixir
                                        |1x Elixir
  20 | 1x Elixir
               1x Elixir
                          1x Elixir
                                        1x Elixir
DROPS LIST: ---
Strategy: Edea is a powerful opponent. She can cast the three elemetal spells
----- Firaga, Blizzaga and Thundaga, she has a physical attack, she can
 Dispel any status from your party, and she can cast Protect and Shell on
 herself. Start the battle by summoning Carbuncle, which will cast Reflect on
 all your party members. Edea will first waste a few turns to Dispel it, and
 when she has done that, you can always summon Carbuncle again. Pummel Edea
 with GF's, physical attacks and Limit Breaks. She has quite some HP, but you
 will pull it off if you keep your HP high (which you can also do by drawing
 Cura from Edea and casting it). Also try to mug an Elixir from her.
! -------
```

And.. we're on Disc 2 folks! Enter another dream sequence about Laguna. After the scene, check the (hidden) Curaga Draw Point near the upper left closet, then exit downstairs. Talk to Ellone, then go outside. Head into the house directly below the one you came out of. Here meet up with Kiros. Select all options before going saying "Let's talk later...".

[PERFECT GAME NOTE 9]

Be SURE to select "...Tell me about Julia." This unlocks the 'Eyes On Me' entry under tutorial, and this is the only time you can unlock it, so don't miss it.

Go back outside. Laguna will have Squall's junctions, and Kiros will have

Irvine's. Any other junctions made can be done manually. Head south from the town square, and proceed south after the scene. At the next screen, go further south, and at the chocobo trail simply continue south. Continue all the way south until Laguna says the patrol is done.

As you may or may not have noticed, Laguna has 3000 gil to spend. This money can be spent on buying items from the item shop on the left. If you don't spend the money, it won't be transferred later on, but the items you buy stay in your inventory, so buy some stuff from the store.

Head back to the town square, and watch the scenes on the way. Head back into the house where you talked with Raine, and go upstairs. Talk to Raine after the scene, then head back to your own house, and go upstairs. Inspect the bed and choose to rest to exit the lucid dream..

Looks like Zell was in the dream world too, as Ward. Talk to Rinoa twice, and the scene will shift to Squall. During the scenes, answer "I'll stop him" and "...Just let me die." When you gain control of Zell again, go up the stairs and battle the soldiers. After getting your weapons back, be SURE to check your junctions, because another (easy) fight is on the way.

```
DRAW LIST: Lvl 1-19: Cure, Haste, Slow, Regen
        Lvl 20-22: Cura, Haste, Slow, Regen
                |Card Mod Common: ---
STEAL LIST:
                                   | Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                         ~4.7% chance:
1-19|1x Regen Ring
               | 1x Regen Ring | 1x Regen Ring
                                         1x Regen Ring
1x Regen Ring
DROPS LIST:
                |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                         |~4.7% chance:
| 1-19|3x Elixir
                3x Elixir
                            3x Elixir
                                         |3x Elixir
|20-22|3x Elixir
                3x Elixir
                            3x Elixir
                                         |3x Elixir
|Name: Wedge (2nd)|
                                               {BOSS-17}
Level Range: 1-22 | HP Range: 1416-2139 | AP: 0 | EXP: 0
Elemental Weakness(es): ---
Status Weakness(es): Poison [80%], Darkness [80%], Silence [80%],
               Zombie [70%], Slow [90%], Confuse [60%], Drain [100%],
               Vit0, Gravity, The End
DRAW LIST: Lvl 1-19: Fire, Shell, Protect, Reflect
        Lvl 20-22: Fira, Shell, Protect, Reflect
               | Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST:
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Strength Love |1x Strength Love|1x Strength Love
                                         1x Strength Love
|20-22|1x Strength Love |1x Strength Love|1x Strength Love |1x Strength Love
DROPS LIST:
                |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|8x Remedy
                8x Remedy
                           8x Remedy
                                         8x Remedy
20-22|8x Remedy | 8x Remedy | 8x Remedy
                                         8x Remedy
Strategy: Another easy battle: Wedge can only cast fire or hit you with his
----- sword, Biggs knows quite a few more spells. You should draw any
stocks from spells you don't have yet, in particular Reflect and Regen. You
can make this a breeze by casting Silence and Blind on them.
It should be noted that you can have a little bit of fun if you cast Confuse
on either Biggs or Wedge. They'll shout at each other and Biggs will even
|counterattack Wedge. Silly soldiers. Also take your time to steal the Strength
Love and Regen Ring from them: Those items are better than the drops (and you
should have many, many Elixirs already from the Angelo Card anyway).
```

Now that we're back in business, let's bust out of prison. Or rather .. let's enjoy our stay in prison, and do all unique things we can do.. IF you want to.

[OPTIONAL]

First of all, a list of what can be done on each floor:

Floor #:	Left Cell:	Right Cell:	Other:	
======				
Floor 1	Hidden Save Point	Combat King 001	NO Barricade	
Floor 2	Pet Nametag	Strength Up		
Floor 3		Pet House		
Floor 4	Tent			
Floor 5		Card Player (500 Gil)		
Floor 6			Save Point	
Floor 7			NO Barricade	
Floor 8	Man from Garden Shop		NO Barricade	
Floor 9		Berserk Draw Point		
Floor 10	Save Point	Card Player (300 Gil)		
Floor 11	Card Player (200 Gil)	Hidden Thundaga Draw Point		
Floor 12				
======				
Floor 13	This is the torture room.			
Floor 14	14 There is a hidden Save Point here.			
Floor 15	Exit of the prison.			

500 Gil Card Player (Floor #5):		200 Gil Card Player (Floor #11):		
Possible Prizes:	Item Chance:	Possible Prizes:	Item Chance:	
	: ======		=======	
Potion	(129/256)	Potion	(129/256)	
Eye Drops	(1/4)	Eye Drops	(1/4)	
Remedy	(1/8)	Remedy	(1/8)	
Gysahl Greens	(1/16)	Hi-Potion+	(1/16)	
Flare Stone	(1/32)	Holy Stone	(1/32)	
Mega-Phoenix	(1/64)	Mega-Potion	(1/64)	
Phoenix Pinion	(3/256)	Rosetta Stone	(3/256)	
1				

^{*} Luck Up: 1/32 chance * HP Up: 1/32 chance

Head down to floor six first. There's a barricade here (and yes, that's right, your characters completely lack the basic physical ability to jump over), so you'll have to walk around the whole ring to go downstairs.

There is a save point in the main hall of floor 6. On Floor 5, it is possible to play cards with the guy in the right cell, but it'll cost you 500 gil per game. The odds of getting something good are very slim. You can try to get the Luck Up, but if it takes too long, forget about it. On floor 4, grab the Tent. Grab the Pet House from floor 3. Floor 2 is very rewarding with the Pet Nametag and the Strength Up. Last, grab the Combat King from the 1st floor.

[PERFECT GAME NOTE 10]

Make sure you grab the Pet Nametag, since there are only 2 to be found in the game. You can get more with a Pocketstation or the PC Version, but still.

If you've gotten those items, head all the way back up. Talk to the man in the left cell on floor 8 and shop with him if you like. Be sure to play and win a card game with the man on floor 10, because he'll upgrade your Battle Meter with a Character Report, a neat little thing that shows how many kills and KO'd your characters have.

[PERFECT GAME NOTE 11]

^{*} Luck Up and HP Up can only be gotten once.

Get the Character Report, as it's crucial for a Perfect Game. It's missable too.

After that, head up to the 11th floor. In the left cell of this floor is a card player who you can play against for 200 gil, and who also hands you prizes if you win from him ... including rare Rosetta Stones! Now there happens to be a trick to guarantee that you receive a Rosetta Stone from him every single time, so let's take a look at this, shall we? This method has been developed in 2010 on the GameFAQs forum, mainly by _Red___XIII_. The text below is an adapted version.

Wait.. What *ARE* Rosetta Stones anyway? Good question. Technically, I don't have a clue what they are or how they look like, but in FF8 they're one of the best items in the game because they refine into another great item (Shaman Stones), but most importantly because they learn a GF the 4x Ability (effectively allowing you to use four abilities this early in the game)!

PREREQUISITES:

- 1. Enc-None ability (from Diablos). You absolutely don't want to get into any random encounters during these steps.
- 2. It's best if the Queen of Cards is NOT in Deling City. If you've been following this guide, she should be in Balamb. Not all is lost if she *is* in Galbadia (Deling City), but instead of 54 challenges (read below) you'll need 140 challenges every single time.

Infinite Rosetta Stones:

The idea is to get to the card player within a very specific time frame, so that we can then manipulate the way FF VIII checks its random number generator. You don't have a very big margin of time to spill, I believe it's approximately 0.4 seconds. It sounds harder than it is, however.

- 1. Save your game in the left cell of floor 10 (with Zell & co.)
- 2. Hard Reset.
- 3. Screen 1: Cell on floor 10. Exit this room. Hold [LEFT] while the screen is loading.
- 4. Screen 2: Hall on floor 10. Keep holding [LEFT]. When you are in front of the stairs, hold [UP]. While the screen loads, keep holding [LEFT].
- 5. Screen 3: Hall part 1, floor 11. Keep holding just [LEFT] down until you reach the next screen. While the screen loads, hold [UP + RIGHT].
- 6. Screen 4. Hall part 2, floor 11. Keep holding [UP + RIGHT] up to the point where you hit the outer wall. Right before this happens, switch your buttons to [UP + LEFT]. This is a little tricky at first, and may require some practice. After this, and when you've just passed the cell door, switch to [LEFT]. While the screen loads, hold [UP].
- 7. Hold [UP] for a split second, then immediately switch to [UP + RIGHT]. You have now reached the cell with the card player.

What you must do now is challenge (and decline) to play the card player for a total of 54 times, then play and win the card game to receive a Rosetta Stone.

Note: If the Queen of Cards is in Deling City, challenge the player 140 times.

If you want to get another Rosetta Stone, follow steps 1-7 again (including saving your game, AND doing a Hard Reset to completely reset the game's random number generator).

Tip: If you feel like you're going too slow, you can try to challenge the card player 53 times instead. Keep in mind that practice makes perfect, and that you might soon enough be able to make a perfect run (and thus need to challenge the card player 54 times).

Video (by _Red___XIII_): http://www.youtube.com/watch?v=dTKEdmyK-z8

Tip: For practical purposes, after getting enough Rosetta Stones for your liking to get the 4x Ability, you might want to consider getting just a few more Rosetta Stones. As it turns out, you can refine these into Shaman Stones, and in turn these can be refined in LuvLuvG (both with Siren's Tool-RF). The LuvLuvG item boosts all GF compatibility for one person by +20, so a few doses can do wonders. Of course, if you have the patience to wait until the end of disc 2, you can instantly get 100 of them, solving your compatibility problems for good..

Tip: You can also get the HP Up with 100% success by using this method. Instead of 54 challenges, how about trying 62 challenges exactly? Boomshakalaka.

Only one HP-Up can be obtained from the card player, however.

Suggestions (PERFECT GAME ONLY):

If you are doing a Perfect Game, first collect a few Rosetta Stones to teach some of your GF's the amazing 4x Ability. After that, get your stack of 100 Rosetta Stones and 100 Shaman Stones (refined from Rosetta Stones with Tool-RF). A typical run takes about 5 minutes, so it's a lot faster that farming curse spikes later in the game (for which it takes a little less than 25 minutes to make a Dark Matter).

Getting 100 Rosetta Stones and 100 Shaman Stones might be testing your patience too much (it would take about 17 hours roughly). An hour a day advances you slowly but surely, too. Otherwise, you might just want to rely on Angelo Searching to net you Hungry Cookpots (which can be refined in both Rosetta Stones and Shaman Stones), and it can be done automated.. It's your call!

[END OF OPTIONAL]

Head up to the 13th floor and find Squall. Talk to the three Moomba's and they will create shortcuts by removing barricades from certain floors, which is very useful. Leave the room, and when you're in the cabin press the button. Once you're down, head right and you're good to go.. NOT! Looks like you're underground! After more scenes, run with Zell around the ring for more scenes. Choose one party member besides Rinoa, check the junctions and head upstairs.

As Irvine, simply head down until you get to the 3rd floor. Back in control as Squall, talk to the left Moomba to receive a Cottage. The right one will give you a Rename Card. Go up the stairs to get to floor 14. Here you can save your game. Go up again, but not after you've checked your junctions one last time. Exit to the right.. and it's 'boss' time!

|Name: Elite Soldier |

```
Level Range: 1-70
                | HP Range: 45-2260
                                     | AP: 2
                                             | EXP: 30 (+5)
Elemental Weakness(es): Poison [x1.5]
 Status Weakness(es): Death [60%], Poison [60%], Petrify [35%], Darkness [80%]
                 Silence [35%], Zombie [35%], Sleep [35%], Slow [35%],
                 Stop [35%], Doom [35%], Slow Petrify [70%],
                 Confuse [20%], Drain [35%], Blow Away,
                 Vit0, Gravity, The End
 DRAW LIST: Lvl 1-19: Fire, Thunder, Blizzard, Scan
         Lvl 20-29: Fira, Thundara, Blizzara, Scan
             30+: Firaga, Thundaga, Blizzaga, Dispel
                 | Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST:
|Lvl: |~69.5% chance:
                 |~20% chance:
                              ~5.8% chance:
                                             |~4.7% chance:
1-19|1x Tent
                  1x Tent
                              1x Cottage
                                             1x Cottage
|20-29|1x Tent
                 1x Cottage
                              1x Cottage
                                             1x Cottage
 30+|1x Cottage
                  1x Cottage
                             1x Cottage
                                             1x Cottage
DROPS LIST:
                  |Card Drop: ---
|Lv1: |~69.5% chance: |~20% chance: |~5.8% chance:
                                             ~4.7% chance:
1-19 2x Potion
                 | 1x Phoenix Down | 8x Shotgun Ammo
                                             1x Cottage
|20-29|1x Potion
                 |1x Phoenix Down |1x Hi-Potion
                                             1x Cottage
 30+|3x Potion
                 | 1x Hi-Potion | 1x Cottage
                                             1x Cottage
|Name: GIM52A | (x2)
                                                   {BOSS-18}
Level Range: 1-70 | HP Range: 1431-10850 | AP: 3 | EXP: 30 (+8)
| Elemental Weakness(es): Lightning [x1.5], Earth [x1.5], Poison [x1.5],
                   Water [x1.5]
Status Weakness(es): Slow [90%], Blow Away, Vit0, Gravity, The End
 DRAW LIST: Lvl 1-19: Haste, Slow
         Lvl 20-29: Haste, Slow, Dispel
             30+: Haste, Slow, Esuna, Dispel
STEAL LIST:
                 | Card Mod Common: --- | Card Mod Rare: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Missile
                 1x Missile
                              1x Missile
                                             |1x Missile
|20-29|1x Missile
                 1x Missile
                              |1x Missile
                                             |1x Missile
 30+|2x Missile
                 |2x Missile
                             2x Missile
                                             2x Missile
DROPS LIST:
                  |Card Drop: ---
|Lvl: |~69.5% chance:
                 ~20% chance: ~5.8% chance:
                                             ~4.7% chance:
1-19|4x Screw
                 1x Missile
                              1x Windmill
                                             2x Fuel
|20-29|8x Screw
                 1x Missile
                              1x Windmill
                                             6x Fuel
 30+|2x Missile
                 3x Fuel
                              |2x Windmill
                                             |6x Fuel
Strategy: First of all, dispose of the Elite Soldier as he knows support
 ----- spells to aid the GIM52A's. When he's disposed off, deal with these
 two guys. They're weak to quite a few elementals, as listed above. Beware of
 their Micro Missiles attack, which cuts off 50% of the target's current HP.
 This can be reduced to 25% when you got Protect active. If you're high enough
```

to be able to draw Dispel from them, make sure you stock up if you can. Also mug a Missile from them, which teaches Quistis Micro Missiles.

After the scene, head back outside and walk over the bridge. During the scene, be sure to hold RIGHT on the D-pad, or else it's game over..

So... What happens to those lonely prisoners? Will they ever be saved? Are they already dead now? Thruth of the matter is, no one has ever bothered to ask these questions, and you shouldn't either. Their lives are but drops on a cooking hot plate that is called the planet, which your crew needs to save!

After another scene, talk to Selphie twice, then choose your team(s). Put Zell with Squall. After the scenes, head west and go on the train.

Now you're in control of Selphie. You can go straight to the Missile Base which lies west from where you are now. However, you can do some very rewarding things by now since you finally have a little freedom again since Disc 1.

[OPTIONAL]

Head over to Deling City, and make sure you've learned Carbuncle's Recov Med-RF. If you haven't, it's only 30 AP so go to the beach to learn it - it'll be well worth the effort.

In Deling City, go to the item shop. Spend all your money on Tents. Refine these Tents into Mega-Potions using Carbuncle's Recov Med-RF. Now sell these for more money than you bought the Tents for. This 'trick' is well known as the infinite money trick. You can keep doing this until you're satisfied with your gil or have bought and refined everything the store has - that's acually possible. If you make Tents and Mega-Potions the first two items in your inventory, this will speed things up. Still, don't go making huge amounts of money just yet. Later on you'll get access to an even better method.

I did this until I had about 300k Gil, 100 Mega-Potions, 100 Tents, and all the items from the shop. It kind of feels good, and you can even refine these items into other useful things while you're at it. It will take about 30 minutes.

After getting your salary for like 10 years, go to Caraway's Mansion, and lose the Ifrit Card to him. This will cause him to play his daughter's card, Rinoa. Win the Rinoa Card from him, and ask him about the Ifrit Card.. looks like he lost it already. No worries, you'll get it back later.

[END OF OPTIONAL]

Head to the Missile Base, which has a road leading to Deling City. Drive the car inside. Go to the left, and enter the building. Check the light between the doors to open up the left door, and head inside. Choose 'Walk by quietly' when prompted, and ignore the door here for now, which leads to the circuit room.

Head east and go downstairs in the next screen. In this screen, head to the left of the stairs you come from. In this screen, you will find two Maintenance Soldiers on the right. Talk to them and exit up. Head through the door on the north now, and talk to the Soldier near the red light. Tell him "To go on ahead" and go back to the two Maintenance Soldiers. They want you to go to the circuit room.

Head back to the circuit room, which is where the guard near a door stopped you. Talk to the guard, and approach the panels inside. Pick (Ahh, just hit whatever) and then (Just press whatever). Exit the room. You can talk your way out of it, as long as you don't pick a 'FIGHT' option. Go back to where you came from, and proceed to the right. A guard will come out the door. Pick (Play it cool), then (Help out). Help the guards push the launcher by going up to them. After this, talk to the guard and he'll ask you to go to the control panel.

At the control panel, go to equipment first to see the launchers and missiles. There's a little funny secret here, if you hold Triangle and Square while at the equipment screen, you can press up or down to see a dancing officer or guard.

Go to Target and set the Error Ration to Max. Now go to Data Upload and select 'Yes'. Exit the panel, and save your game. Talk to the guard on the right, and it'll be time for a 'Boss Fight' after the scene. Because these guys are real pushovers, no data is presented here. You can find info for them if you search for {BOSS-19}. After finishing them off, check the panel on the left, then the panel on the right, and top-left. Then go through the upper door, and set the timer. I suggest you pick 10 minutes, which is plenty.

Note: Choosing 10 or 20 minutes opens up the backdoor in the room with the self-destruct device panelm which saves you quite a few minutes. Exit outside to fight the BGH251F2.. which is worthy of the title 'Boss'.

```
|Name: BGH251F2 | (+ Elite Soldier + 2x G-Soldier)
                                         {BOSS-20}
| Level Range: 1-22 | HP Range: 4200-8400 | AP: 10 | EXP: 0
Elemental Weakness(es): Lightning [x1.5], Earth [x1.5], Water [x1.5],
Status Weakness(es): Darkness [50%], Slow [90%], Vit0, The End
DRAW LIST: Lvl 1-19: Shell, Protect, Stop
       Lvl 20-22: Shell, Protect, Stop
|------
STEAL LIST: ---
|------
DROPS LIST: Weapons Monthly June Issue (100%)
|-----|
Strategy: Start the battle by quickly inflicting darkness on BGH by casting
----- Blind. You can also cast Slow on him, which can certainly help. Now
| pummel it to death with Lightning or Earth based spells, or simply use
| physical attacks. Don't use GF's, unless you have chosen 20 mins or more.
After busting BGH up, an Elite Soldier and 2x G-Soldiers will run out. Defeat
them before the timer runs out, and you're good to go.
'-----'
```

After the battle, walk around and check to see that you can't get out.. The base blows up.. Back to Squall and co.

0	0*=-*=-*=-*	*=-*=-*00*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-	*00
Τ	Treasure:	Mega-Potion, Elixir, X-Potion, Gysahl Greens, Tent, Remedy,	Π
		Mega-Phoenix OR Remedy.	Π
			Π
	Rare Cards:	Leviathan.	
L			\square
L	GF's:	Leviathan (Draw).	\square
			Π
Ī	Other:	GF Report.	
\sim	لك بك بك بك		4 0

Now that you're back with Squall, do a junction swap and everything should be in order again. Enter the garden, and proceed to the main hall. You'll run into a bitch Garden Faculty, to whom you should answer (I don't get it). You'll have to fight a Caterchipillar and a Grat, and the bitch runs off. Proceed to the inside afterwards.

At the gate, talk to the sitting guy twice to receive a Mega-Potion. Inside, you will meet up with Fujin and Raijin. Now it's time to clear Balamb Garden of the crazy ass Faculties and their critters. Return to the outside Faculty and fight two bombs. Return to the main hall, and go to the Infirmary and help out the SeeDs. Dr. Kadowaki will give you an Elixir if you talk to her afterwards. Talk to the bottom SeeD in the hall, who turns out to be the one you graduated with! His name is Nida, but of course Squall forgot that part..;)

Now head to the Quad, and walk up to the Faculty to fight a Bomb and a Glacial Eye. Proceed to the stage and talk to the middle SeeD to receive an X-Potion.

Proceed to the Cafetaria and beat the Bomb that the Faculty sends to you. Talk to the girl (2nd from the left) twice to get a Gysahl Greens. This item summons a Chocobo, but more about this later.

Continue to the Dormitory and beat the Caterchipillar that the Faculty leaves for you to slaughter.

Go on with our liberation and head to the Parking Lot. Kill the Grendel that the Faculty unleashes, and head inside. Looks like you found Cid!....Not! Talk to the SeeD on the left to get a Tent.

Now continue to the Training Center. Help the people out, and the Faculty will shout his usual line (seems like they can say nothing else, geez) and unleash a fairly tough T-Rexaur. Blind it or put it to sleep, then beat it and talk to the SeeD to get a Remedy.

Head to the Library and 'face the wrath of the Grat'.. or.. you know, just kill it with one or two hits. Inside, talk to the girl on the right and you'll receive a Mega-Phoenix if you took Zell. Otherwise you'll get a Remedy.

Go back to the Main Hall and follow Xu all the way to the end of the 2nd floor hall. She'll tell you to go to the 3rd floor, because that's where Cid is. Talk to him when he kneels, and go back in the elevator after the scene.

Inside the elevator, inspect the buttons, and then the hatch on the floor. Climb down the ladder, then go through the small corridor, and open the hatch. Like Squall mentions, it may be worth it to junction a Fire spell to Elem Atk-J if you have it. Proceed through the hall and go down the ladder at the end. Head through the door left.

You must turn the valve here, which is done by tapping Square as quicly as you

can. However, it is NOT possible to turn the valve with *just* Squall (cheating has pointed this out). Try to do it with the help of only two party members, or if that doesn't work, three. Go back out, and climb down the other ladder. Head down the stairs, grab some Full-Lifes from the Draw Point, then go around the pillar. Have Squall climb the ladder (he'll have to go either way).

After Squall luckily crashes to safety, examine the panel which appears to activate something. Go back down, then answer whatever you want. Check out the green light and go down the ladder. Save your game, then flip the nearby lever. Proceed to fight. two very slippery creatures:

```
Name: Oilboyle | (x2) |
Level Range: 1-26 | HP Range: 2136-4988 | AP: 10 | EXP: 0
Elemental Weakness(es): Fire [x2]
| Status Weakness(es): Poison [50%], Silence [80%], Sleep [80%], Slow [90%],
              Drain [100%], Blow Away, Vit0, The End
DRAW LIST: Lvl 1-19: Esuna, Blind, Cure, Confuse
       Lvl 20-26: Esuna, Blind, Cura, Confuse
______
               | Card Mod Common: --- | Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
4x Fuel
                                      |4x Fuel
                                      |4x Fuel
                                     2x Orihalcon
|-----
DROPS LIST: | Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|8x Wizard Stone |8x Wizard Stone |8x Wizard Stone |8x Wizard Stone
20-29 8x Wizard Stone 8x Wizard Stone 8x Wizard Stone 8x Wizard Stone
 30+|8x Wizard Stone |8x Wizard Stone |1x Orihalcon |1x Orihalcon
Strategy: The Oilboyles are weak to Fire, so you should be using that alot.
----- If you have it on Elem Atk-J, you can combine this with casting
Meltdown on them to reduce their defense altogether, and it's over before it
really begins. Otherwise, the Oilboyles do have an attack to watch out for:
Oil Blast is a gravity based attack and cuts off 62.5% of your current HP.
| I suggest you either use Mad Rush (which grants Protect to everyone, plus
```

Haste and Berserk for fast and 1.5x stronger damage), or simply put everyone under Protect. on the other hand, you might as well try to finish them off as fast as you can. You can also put them to sleep or poison them.

Go down the ladder at the end, to find a rather odd looking structure. Examine the switch in the middle twice, and things are about to get awesome! After all scenes, talk to Cid twice and say "Yes". On the 2nd floor, head to the end of the hall (to the balcony) for another scene. Head back inside for more scenes.

When everything's cooled down and Squall wakes up, it's time to do an optional, but very rewarding quest: The CCGroup Quest.

[OPTIONAL]

1. Head to the main hall and look around for a SeeD. If he says something about

the CCGroup, then that's the guy. He is called Jack. He will only allow you to challenge him if you have won 15+ Card games in Balamb Garden. Games that do NOT count are games played in: Library, Cafetaria, Classroom. All else will count. Beat Jack to continue.

- 2. Head to the training center. A man will randomly appear on the right path of the training center: He is the same man from the prison, who sold items. You can challenge him anytime after beating Jack. Beat him for the first time and he will upgrade your Battle Meter (if you have it) with the GF Report. You can also win the Rare Card Leviathan from him, but he only plays it in about 1/16 games, so it can take a while.
- 3. Go to the hall with exits to the Cafetaria, Dormitory, and Parking Lot. Look around for a SeeD. This is Club, and he'll randomly walk into this hall. Beat him to continue the quest.
- 4. Head back to the Main Hall, and look around for a girl twin. When they stop at the Lobby, challenge them, and beat them.

Note: You can win all Level 7 Boss Cards from the CCGroup members. Especially the Diamond Duo use these cards plenty. I suggest you get at least one of each Level 7 Boss Card.

For now, that's as far as this quest goes. It is an extremely rewarding quest, most likely the best reward you'll ever see. Keep that in mind.

[END OF OPTIONAL]

Be sure to have someone with the 'Draw' command, then head down with the elevator, and go left after the scenes. After a revealing scene, you'll have to face NORG, the Garden Master.

```
BOSS-22}
|Name: NORG POD |
| Elemental Weakness(es): ---
| Status Weakness(es): Vit0, The End
|-----
DRAW LIST: Lvl 1-19: Cure
    Lvl 20-27: Cura
|------
STEAL LIST: ---
|-----|
DROPS LIST: ---
'------
Name: Left Orb
                         | {BOSS-23} |
| Level Range: 1-27 | HP Range: 57-2865 | AP: 0 | EXP: 0
Elemental Weakness(es): ---
Status Weakness(es): Vit0, The End
|------
DRAW LIST: Lvl 1-19: Thunder, Life
    Lvl 20-27: Thunder, Life, Bio
|-----
        | Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST:
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Mag Up |2x Mag Up |3x Mag Up
                       4x Mag Up
```

```
|20-27|1x Mag Up
               2x Mag Up
                          3x Mag Up
                                      4x Mag Up
|------
DROPS LIST: ---
                                           {BOSS-23}
Name: Right Orb
Elemental Weakness(es): ---
Status Weakness(es): Vit0, The End
DRAW LIST: Lvl 1-19: Dispel, Confuse, Slow
        Lvl 20-27: Dispel, Confuse, Slow
|-----
STEAL LIST:
              | Card Mod Common: --- | Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                      |~4.7% chance:
              |2x Spr Up
|2x Spr Up
| 1-19|1x Spr Up
                          3x Spr Up
                                      4x Spr Up
|20-27|1x Spr Up
                         3x Spr Up
                                      4x Spr Up
DROPS LIST: ---
'<u>-----</u>
                 DRAW the GF Leviathan!!
.=======.
                                           {BOSS-24}
|Name: NORG |
Level Range: 1-27 | HP Range: 4400-12200 | AP: 20 | EXP: 0
Elemental Weakness(es): Wind [x2]
Status Weakness(es): Slow [90%], Drain [100%], Gravity, Vit0, The End
DRAW LIST: Lvl 1-19: Shell, Protect, Esuna, Leviathan
       Lvl 20-26: Shell, Protect, Esuna, Leviathan
               Card Mod Common: --- | Card Mod Rare: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                      |~4.7% chance:
              |1x Circlet
|1x Circlet
1-19|1x Circlet
                          |1x Circlet
                                      |1x Circlet
|20-27|1x Circlet
                         1x Circlet
                                      |1x Circlet
DROPS LIST:
              |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|8x Wizard Stone |8x Wizard Stone |8x Wizard Stone
                                      |8x Wizard Stone
Strategy: First of all, you should destroy the NORG Pod, which protects NORG.
----- It has only a measly 2000 HP, so that shouldn't be much of a
problem. After that, immediately Draw the GF Leviathan from NORG. You will
also really want to Mug both the Left and Right Orbs for stat boosting items.
You can try to get as many as possible, although that would require a lot of
resetting. Consider getting 2 from at least one Pod. Mug a Circlet from NORG.
The Left Orb will cast offensive magic when it's red, and the Right Orb will
cast status magic when it's red. You should summon Carbuncle to have Reflect
 on everyone, or you can hit the Orbs to have them changel their color to
Yellow or Blue so they can't use magic. Alternatively, you can just unleash
 a series of powerful attacks on NORG to make him breathe his last breath.
```

After the battle, junction Leviathan to someone, and set it's next learning ability to Supt Mag-RF. After that you should learn GFRecov Med-RF, and then Mag-J, the Spr+% abilities, Spr Bonus, Recover, and the rest.

Head back upstairs, and go to the Infirmary. Talk to Kadowaki and she'll let you see Cid. Go to the bed, and talk to Cid. Go over all options, then leave. Head to the Lobby and Xu will tell you to go to the 2nd Floor Balcony. Do so, and go back inside after the scene. Find Ellone in the Library. After the scene, you'll wake up again, and Zell offers to go squash a few critters. Rinoa may appear if depending on if she's in your party or not. Agree, and go out. You'll be stopped in your tracks by an announcement from Cid, followed by a few scenes.

```
00=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*
                 {12} Fisherman's Horizon ||
                                                 CHECKLIST
00*=-*=-*=-*=-*=-*00*=-*=-*=-*=-*00
| Treasure: | Occult Fan III, Timber Maniacs (x2), Megalixir, Mega Phoenix, | |
        | Phoenix Down, 15x Fast Ammo, 10x AP Ammo, 5x Pulse Ammo.
| Rare Cards: Quezacotl, Irvine.
Other: Ultima Draw Point (Mayor Dobe's Room - on the right).
```

To get off the Garden, you must now use the 2nd Floor Balcony, so head there.

[OPTIONAL]

5. Another CCGroup member can now be played. The guy who gave you the first set of cards is no other than Spade, found on the 2nd Floor Hallway. Beat him.

[END OF OPTIONAL]

Head outside and meet up with a few folks from FH. After this, talk to everyone you come across. Follow the path. When you get to the screen where at the end, Familiar Face #1 can take you down with the elevator, backtrack a bit in this screen and look for a ladder going down. At the end of this path you'll find the Master Fisherman. Talk to him and give whatever answer to receive the rare and unique Occult Fan III. Talk to him again to be sent on an errand - this is part of a quest that can only be done in a very limited time span, so I suggest you do it.

[PERFECT GAME NOTE 12]

Be sure to get the Occult Fan III, since it's only available in a very short

time span, and it's unique. Also do the Quest - It's also limitedly available.

Now proceed and go down the paths and stairs and elevator until you can see the Mayor's House in the distance. Head right for now, and at the next screen with the Save Point, head right again. In this screen, visit the Shop on the left and go upstairs to find a Timber Maniacs issue. Then go on the dock at the right, and keep talk to the boy on the boat. Answer "Sort of.", then "I saw him. ", and "I was sort of...impressed." Keep talking to him until he almost chokes the Shopkeeper.

Exit to the north, and head inside a house (the entrance is on the upper right of the screen). Check the little moomba, and also check around to find another Timber Maniacs issue. Now head back to the intersection from where you can see the Mayor's House, and go to the north. Go all the way down until you reach the house.

First, head right to find the former headmaster of Galbadia Garden. Challenge him for a game of cards (Mix if you want to, but only if you saved earlier). You can win the Ifrit Card back from him. After one game, it's likely that the Open Rule spreads (from Balamb), so that's good. Win the Ifrit Card from Martine, then enter the house.

Go upstairs and watch the scene. Challenge Mayor Dobe to a game of cards and win the Quezacotl Card from him. If you have given the Queen of Cards the Sacred Card earlier, you can also challenge the Mayor's wife, Flo, and win the Irvine Card from her. Otherwise, you can do this later. You can draw Ultima for the first time here, from a Draw Point on the right in this room. Be sure to draw with someone who has a very good magic stat/junction, so you can draw as much as possible in one go, because this Draw Point NEVER recharges.

Exit the house and go up until you hear "Galbadian Soldier!". Head back and talk to everyone, and NOW go back upstairs into town. Upstairs, follow Mayor Dobe all the way up north to the station. Save your game on the way. First battle an Elite Soldier and 2x G-Soldiers, after which it's big boss bashing time.

```
|Name: BGH251F2 |
                                      {BOSS-25}
| Level Range: 1-28 | HP Range: 5100-7800 | AP: 20 | EXP: 0
Elemental Weakness(es): Lightning [1.5x], Earth [1.5x], Water [x2]
Status Weakness(es): Darkness [50%], Slow [90%], Vit0, The End
DRAW LIST: Lvl 1-19: Shell, Protect, Stop
       Lvl 20-28: Shell, Protect, Stop
|------
STEAL LIST:
             | Card Mod Common: --- | Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance:
                      |~5.8% chance:
                                 ~4.7% chance:
| 1-19|1x Adamantine
             1x Adamantine
                       1x Adamantine
                                  1x Adamantine
|20-28|1x Adamantine | 1x Adamantine | 1x Adamantine
                                 |1x Adamantine
DROPS LIST:
             |Card Drop: ---
|Lv1: |~69.5% chance: |~20% chance: |~5.8% chance:
                                 |~4.7% chance:
| 1-19|8x Running Fire |8x Missile
                       8x Missile
                                 8x Missile
20-28 8x Running Fire 8x Missile
                      8x Missile
                                 |8x Missile
Strategy: The Iron Clad is back, but it's weaker than ever. Cast Blind on it
----- until it sticks, then possibly Protect (or Mad Rush) if you feel
the need. Be sure to steal the Adamantite from the boss, it's a rare item.
'-----
```

After the battle, talk to Rinoa. If you sent her to the Missile Base, answer "I missed you too" for the most positive response. That's in IOI right there! (Oh yeah, sorry about the abbreviation) - It means Indicator Of Interest.;)

Talk to Mayor Dobe. Pick (I want him to understand us), then (Try to continue).

[OPTIONAL]

Leave the screen, and immediately return. Talk to the guy on the left twice, and

pick (Isn't he the cafeteria lady's son?). He'll now go to his mother in Balamb Garden's Cafetaria. You don't even have to have listened to her before, but if you did, then the pieces of this story will now fit together.

Also talk to the man sitting near the stairs. Say yes, and notice how his name changes from "Man" to "Psycho". It's also noteworthy that he can't count past 256, which is where the coding for Hexadecimal numbers (FF) stops in this game.

Exit the screen, and go back to the dock. Talk to the boy on the boat, and he'll finally catch a fish this time. Head back to the Master Fisherman, and agree to meet him at the Hotel. Go upstairs and watch the whole scene, and grant him the time to finish. (Pick "Why not..?") Follow him outside to the dock, and pick whatever options you like. At the end, talk to him to receive a Megalixir! You will also gain (a likely to be invisible) +20 Seed Experience, which ups your SeeD Rank by 0.2.

Now go back to the station and enter the Greas Monkey's house on the upper right of the screen. Talk to the Galbadian Officer and step outside the house. Step back inside and talk to Grease Monkey to receive a Mega Phoenix. You don't need to have done the Master Fisherman's Quest for this, the only requirement is that you have Squall and Irvine in your party.

[END OF OPTIONAL]

Go back to Balamb Garden, and visit the Quad. Choose "Cheer her up", then watch a bunch of scenes. When you finally gain control (of Irvine), you must choose a musical instrument for everyone.

[OPTIONAL]

When you pick an instrument for Zell and you can control Irvine, exit the screen and go to the Grease Monkey's house (you know, near the station). Here, the Galbadian Officer has returned. Step outside and return. Speak to the Grease Monkey to receive a Phoenix Down (and if you did the previous visit, the hilarious comment 'Oh, it's not the Mega type..). Also inspect the beaten up officer to receive 15x Fast Ammo, 10x AP Ammo, and 5x Pulse Ammo! Keep 'talking' to him with Irvine many times and ... Err, I meant, just go outside and back to your band!

FIND OF ODDIONALL

[END OF OPTIONAL]

Your party members can play any instrument, but only two combinations will sound good. It doesn't matter who plays what instrument:

Combination 1: Irish Jig: Guitar, Violin, Flute, Tap

Combination 2: Slow Dance: Sax, Electric Guitar, Piano, Bass Guitar

Walk up to the party member and say OK to make a choice for everyone.

When you wake up as Squall, approach Rinoa. You're going to have to watch the concert no matter what, but the negative answers trigger funny and more lengthy dialog than the other options. Talk to Irvine twice, then move to the Mayor's House. From here, head right, and check the magazine.

After all scenes, head to the 3rd floor. Looks like the Garden is repaired and can finally be controlled! Talk to Nida to depart.

00*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*			
Treasure:	: Timber Maniacs, Phoenix Pinion, Status Guard, Holy Stone,		
-11	Phoenix Pinion, Gysahl Greens, Aura Stone, Flare Stone, Shell		
-11 - 1	Stone, Holy Stone, Protect Stone, Meteor Stone, Meteor Stone,		
-11 - 1	Flare Stone, Ultima Stone, Meteor Stone, Holy Stone,		
	Ultima Stone		
	Π		
Rare Cards:	Carbuncle, Gilgamesh, (Odin), Chicobo.		
	Π		
GF's:	Tonberry, Phoenix, (Odin), Chocobo.		
	Π		
Other:	Ultima Draw Point (Shumi Village - 5000 Gil).		

Balamb Garden Controls:

D-Pad = Steering

Left Analog = Steering
Right Analog = Forward/Backward

[OPTIONAL]

At this point, many, many quests can be done, and many of them are extremely rewarding. Below is a short and compact list of what can be finished:

- o Finish the CCGroup Quest
- o Get Tonberry King GF
- o Get Odin GF (not recommended)
- o Learn GF abilities very FAST (Cactuars)
- o Do the Shumi Village Quests
- o Do the Chocobo Forests Quest
- o Do the Winhill Vase Quest

The quests are sorted from very good rewards to lesser rewards, and I suggest you complete them now, since you'll get the most out of them. Otherwise, just skip ahead to the next section, 14.

o Finish the CCGroup Quest

- 6. Head to the bridge and challenge Xu. Yep she's the CCGroup Heart. Beat her and try to win the Carbuncle Card from her.
- 7. Talk to Nida on the bridge after beating Heart/Xu. Now go to the Infirmary and challenge Kadowaki to a game of cards. She'll mention she was the former CCGroup King. Now head to the Dormitory and keep resting until King appears. Beat King and try to win the Gilgamesh Card. If you don't win it the first time, you can challenge King any time after this, King will be on the bridge.

I suggest you Card Mod the Gilgamesh into 10 Holy Wars. These items grant full and instant invincibility to all party members for a period in battle.

Now it's time to get Tonberry. Head to the southern continent. The northern part of this continent holds a triangular shaped ruin, this is what you're looking for. Save, then enter the Centra Ruins.

The Centra Ruins are the home of two GF's: Odin and Tonberry. However, Odin will not always quite help you, since he tends to appear and kill enemies randomly, while you'll often need to mug something from these enemies. Another reason to *NOT* get Odin *right now* is that if you do, he will be replaced by Gilgamesh on Disc4. Gilgamesh is a bigger nuisance than Odin, because he doesn't come at the start of the battle - he comes *randomly* during the battle. This can really screw you over when you like to profit from "Angelo Searching" overnight. Then again, if you don't really care about rare items, get Odin now.

If you really, really want Odin for whatever odd reasons, check section {OPT-6}.

[PERFECT GAME NOTE 13]

Get Odin on Disc4, when you're done with all that you need. It's probably going to be the last thing you do: Getting Odin.

However, we can still get Tonberry now. In fact, I strongly advise you to get Tonberry right now, because he is the best GF in the game - ability wise.

A timer of 20 minutes will start when you enter the Centra Ruins. Go to the 2nd screen of the area and keep running around here. You'll start to encounter only Tonberries here. These are nasty creatures: They walk up to you and stab you, or they use Everyone's Grudge, which deals alot of damage: [20 * #enemies killed]. To ridden yourself quickly of these pests, keep Irvine and Squall in yellow HP, and have a very good Str-junction on them. Unleash their limits (Demolition Ammo works well for Irvine) a few times and the Tonberry will be toast.

[PERFECT GAME NOTE 14]

Make sure your characters don't get killed, since Tonberries are risky enemies.

Do this 20 times (or so), keep count of how many you've killed, and save outside when you just killed your 19th. When you kill another Tonberry around this number, Tonberry King will immediately show up to fight you.

Name: Tonberry King {BOSS-26}				
=====================================				
=======0=============================				
Status Weakness(es): VitO, The End				
======================================	======			
DRAW LIST: Lvl 1-19: Death, Cure, Life				
Lvl 20-29: Death, Cura, Life				
Lvl 30+: Death, Curaga, Full-life				
======================================				
STEAL LIST:				
======================================				
DROPS LIST: Card Drop:				
====0========== ==== ===== ===========	=======			
Lvl: $ \sim69.5\%$ chance: $ \sim20\%$ chance: $ \sim5.8\%$ chance: $ \sim4.7\%$ cha	ance:			

1-19 1x Royal Crown	lx Royal Crown	1x Royal Crown	1x Royal Crown		
20-29 1x Royal Crown	1x Royal Crown	1x Royal Crown	1x Royal Crown		
30+ 1x Royal Crown	1x Royal Crown	1x Royal Crown	1x Royal Crown		
=====0================================)========	0======================================	D=======		
Strategy: Immediately s	start by casting	Meltdown on Tonberry	y King to reduce		
it's defenses	it's defenses to 0. Follow up by casting Protect on everyone. You				
\mid should already have characters at low HP, so they can immediately follow up \mid					
with their Limit Breaks. Especially the guys can inflict loads of damage this					
\mid way: Shot, Renzokuken and Duel will deal several thousand to ten-thousands of \mid					
damage. Tonberry King may have a lot of HP, but it *will* fall quickly if you					
keep the damage output flowing with hard hitting Limit Breaks.					

And now you have Tonberry, the most useful GF in the game! Congratulations! Exit the Centra Ruins and save your game. You *can* get Odin right now, but I suggest you don't until up to Disc4 (and even then only after you've done whatever you wanted to do). There's nothing special about Odin: His card can be gotten on Disc4, the Luck-J Scroll can be gotten later (even in other ways), and Triple.. well, you can already have 100x Triple on 3 characters if you modded the Quistis and Irvine Cards.

Now that you have Tonberry, you can LV Up and LV Down many enemies in the game, which means that if you've been a low level, you can *still* get rare items from high level enemies with these abilities! We'll get to this soon. You should also learn the 4 Shop Abilities that Tonberry has: Haggle, Familiar, Sell High and Call Shop. They are EXTREMELY useful, especially later on. These abilities do require quite a bit of AP, but there's an easy solution for that.. Read on.

o Learn GF abilities very FAST (Cactuars)

On the worldmap, press SELECT a few times to bring up the large worldmap. Check out the lower right Centra Continent, which is the most southern continent. It has a little island on the right, you see? And slightly left of that you can see a gap: That's your next destination, so head there with Balamb Garden. To make clearer, a picture: http://www.shillatime.org/finalfantasy8/disc2-cactuars.jpg

You'll find a beach here, which Balamb Garden can happily handle. Get off, and run through the crack of the mountains. From here, head northeast and you'll be in Kashkabald Desert. Run east to come near an island with a giant cactuar on it. Check your menu, it should say Cactuar Island. Great - You'll only encounter Cactuars here, little cactus enemies that give 20 AP a piece, and VERY LITTLE Experience! That's perfect for GF Ability learning, so select the most useful abilities from the menu to begin with.

Cactuars have an insane Evasion, however, and they tend to run from battles. Squall has a perfect Accuracy of 255%, so he'll always hit. Give Diablos with Hit-J to an other character, and junction Triple to Hit, to gain 255% also. That makes 2 characters that will always hit. Since you don't have access to Selphie at the moment, her 'Strange Vision' weapon with 255% hit rate is not available. You should do fine with just 2 members, however. Happy Cactus Hunting!

Note: You're likely to run into your first UFO encounter here, even with the Enc-None ability on. This is part of the UFO Quest that can be completed later.

With most or all GF abilities learnt for now, we can toy around with Tonberries Shop abilities. Call Shop from the menu .. very neat. This makes the Infinite Money trick alot faster - and the other abilities make it more worthwhile. You can make some money now, but keep in mind that there will be *one* other method

that will be faster, later in the game.

o Do the Shumi Village Quests

From Centra, head to the northern most continent - simply head 'down' from the southern part of the worldmap. Look around for an iglo shaped structure. This is the Shumi Village. Enter.

You'll come across a few Shumi Tribes on the left. They are watching an Ultima Draw Point, and you have to pay 5000 Gil if you want to use it. Since money is no longer an issue, do so, and draw with your highest Magic user. It is in fact possible to get 100 Ultima now, and all you need to do is walk around to refill the draw point. However, when a draw point is *just* refilled, it will be at weak strength (and you'll draw around 5 of the spell on field draw points). The longer you walk around when it's re-charged, the better it charges. I got 100 Ultima's here on Squall by running around and refilling the draw point, then immediately drawing, and it took a little less than an hour (I did get 15 Ultima from the Fisherman's Horizon Draw Point). You can also get, say, 85, then do the upcoming quests, and draw when you're done - It'll be recharged for sure.

Enter the elevator to go downstairs. Ignore the first few houses, you can't do anything there now. The first shumi at the table has some info though. Head left until you reach two houses (and a pool with a frog). The house on the right is the home of an Artisan, much like Grease Monkey (remember this). Talk to him a few times, and also grab the Timber Maniacs magazine lying around. The house on the left has as Sculptor Shumi in the back. Talk to him, then head back outside.

Go back right, and enter the house where the Moomba sits in front of. After the scene, attempt to leave, and you'll be given a quest. Head back to Sculptor. You must find him several stones. Their locations are like this:

Blue Stone: It's on the left of the Laguna Statue.. *Eyeroll*

Wind Stone: Stone next to the hotel (near elevator)

Life Stone: Check the roots right of the Mayor's House

Shadow Stone: Head back up to the screen with Ultima; Check shadows on the right

Fake Water Stone: In the well with the frog

Real Water Stone: Artisan's House, check the left part of the kitchen

Whenever you've found a stone, report back. At the end, talk twice, then report to the Elder. After the scene, you'll get a Phoenix Pinion. Pick the "Explain" option.

The Phoenix Pinion item summons Phoenix in battle. However, once you've summoned Phoenix at least once, there will be a 12.5% chance that Phoenix appears when all your party members die in a future fight, saving you from a Game Over!

You're not done with this quest yet. Head back to the workshop and talk to the Attendant. Return to the Elder and talk to him. Go outside and talk to the Moomba, after which you should return to the workshop again and talk to the Attendant. Now head back to the Elder again. Go to the workshop and talk to the Attendant again. Head over to the Artisan's house now, and talk to him. Again, head over to the Elder and talk. And yes, this paragraph "talks" too much.

Now, head all the way back to Fisherman's Horizon, go speak with the Grease Monkey (house near the station), and he'll send you back with the Moomba Doll. Go to Artisan's House in Shumi Village and the Moomba Doll will do it's work. Head outside, and depending on if you did the Master Fisherman's Quest in FH, the Master Fisherman makes a cameo in this quest. Return to the Elder to receive

your reward: A Status Guard. This item teaches a GF the ST-Def-J x4 ability.

o Do the Chocobo Forests Quest

Go back to the Worldmap. You'll notice a very small, round forest nearby Shumi Village. Enter. This is a Chocobo Forest: "The Beginner's Forest".

Talk to the boy, who will explain the game to you. In short: Square brings up the menu. From there you can select the ChocoSonar, which you can use by holding down Triangle. The more the red bar gets filled up, the closer you are at a spot that holds a Chicobo (little Chocobo).

When you are at a spot where you think a Chicobo is, go into the menu with Square, and select the ChocoZiner. Press Triangle at the correct spot and this basically drops one or more Chicobo's to the ground. Your goal is to have only *one* Chicobo on the ground, then approach it and talk to it to get the mother Chocobo to appear. At this point, you can search around (with Triangle) to find items, in fact always Stones of some kind (Ultima Stones, Meteor Stones, etc). Below are the locations and solutions of all 6 Chocobo Forests. After that, there is one last Forest that only holds a reward, no puzzles. Let's begin!

ChocoBoy Sells:

==========

o ChocoWhis = (1st time = 1000 Gil)

(When lost = 700 Gil)

o Hints = 100 Gil o Gysahl Greens = 600 Gil

o Question = 10 Gil o Help Me = 1200 Gil

1. "The Beginner's Forest"

Location: Near Shumi Village

Item: Aura Stone

1x Gysahl Greens

Difficulty: Beginner

Solution Map:

.---- C = ChocoBoy X | 1 = Use ChocoZiner | X = Find Item

2. "The Basics Snowfield"

Location: On the Trabia Continent,

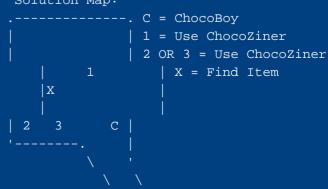
south of Shumi Village

Flare Stone Item:

Buy: 1x Gysash Greens

Difficulty: Beginner

Solution Map:



3. "The Roaming Forest"

---. C = ChocoBoy Location: North of Trabia Garden | 1 OR 2 = Use ChocoZiner X Shell Stone, Holy Stone | 3 = Use ChocoZiner Buy: 5x Gysahl Greens | 4 = Use ChocoZiner | 1 OR 2 = Use ChocoZiner Difficulty: Medium C X = Find Items

4. "Forest of Solitude"

Location: North-eastern tip of the

northern Centra Continent. Walk around the mountains

Protect Stone, Meteor Stone Items: Buy: 5x Gysahl Greens

Difficulty: Medium & Annoying

Solution: http://www.gamefaqs.com/console/psx/file/197343/26097

Note: Challenge ChocoBoy to a game of cards, and ask him to move away, and

move more. That son of a chocobo was standing on the item spot!

5. "Forest of Fun"

Location: South-western part of

the Centra Continent

Meteor Stone, Flare Stone, Items:

Ultima Stone

Buy: 10x Gysahl Greens

Difficulty: Medium/Hard

Solution Map:

----- C = ChocoBoy /3 X | 1 = Use ChocoZiner 5 /2

Solution Map:

CX/

.---- C = ChocoBoy

1 / 1 = Use ChocoZiner

X = Find Items

(move ChocoBoy)

4 | 2 OR 3 = Use ChocoZiner

4 OR 5 = Use ChocoZiner | 5 = Use ChocoZiner

| X = Find Items

6. "The Enclosed Forest"

Location: South-eastern part of

the Centra Continent.

Meteor Stone, Holy Stone,

Ultima Stone

Buy: 10x Gysahl Greens

Difficulty: Hard

Solution Map:

2 3/ 3 = Use ChocoZiner C .--' 4 = Use ChocoZiner 5 = Use ChocoZiner

X = Find Items

7. "The Chocobo Sanctuary"

Location: North-eastern part of the Esthar Continent. Can only reach by this riding a Chocobo from "The Roaming Forest" north of Trabia Garden.

Ride the Chocobo east through the shallow waters. Also see the map:

http://www.shillatime.org/finalfantasy8/chocobo-sanctuary.jpg

Chicobo Card Items:

1x Gysahl Greens (from Chicobo) "Buy":

Note: Go to this forest when you've completed the previous 6 forests. And that concludes the Chocobo Forests. Return to Balamb Garden and get ready for the next quest.

o Do the Winhill Vase Quest

Head to Winhill, which is located on the southwestern part of the Galbadian Continent. Things should look familliar when you enter, since you've dreamt of this place before and explored it as Laguna.

Enter from the north and you'll be at the townsquare. If you enter from the south, you'll have to make your way to the townsquare first. Enter the big mansion on the north and talk to the owner on the stairs. He'll mention his vase broke into pieces, so let's look for them.

- 1. Check the armor suit in the Mansion (MUST have Irvine or Quisis in party)
- 2. Raine's House on the left of the townsquare. Talk to the woman upstairs until she mentions the smell of the flowers downstairs. Check the lower right table with the flowers, then inspect the ghost. Examine the cat for the piece.
- 3. In the flower house with the old lady, inspect the lower right flowers on the foreground to find another piece.
- 4. The last piece is found by kicking a crossing Chicobo at the Chocobo path.

Note: Kick two more Chicobo's to find a Phoenix Pinion and Gysahl Greens.

Keep kicking them and a Chocobo will launch you in the air!

Bring the pieces back to the owner and he'll reward you with a Holy Stone.

[END OF OPTIONAL]

And NOW it's time to go to Balamb.

Head into town, and talk to the hotel owner and the woman near the entrance. Now talk to the guard, walk away from him, and re-approach him. You can now form a party, and Zell has to be in it. Head into Zell's House, and go into the room on the right.

[OPTIONAL]

Var gant loss Dalamb until route liberated the term because there is a

You can't leave Balamb until you're liberated the town.. however, there is a short sidequest that allows you to exit the town before liberating it. If you're interested, read on.

Talk to the Big Bad Rascal in Zell's House twice, and speak to his mom. Now go to the hotel and talk to the guards, who will tell you to look for the captain.

Now go to the harbor, and just wait a few minutes thereHead over to the house next to Zell's, and talk to Big Bad Rascal here. Now go north and talk to the guard, and keep the talking window open for a long time, so that Big Bad Rascal can sneak to the Hotel Owner. Go back into town. Now you can exit town with the help of Big Bad Rascal.

Another plus is that you can get the Pandemona Card slightly earlier now. The girl in Zell's neighbors house now has her daddy's cards (the hotel owner), so you can happily win the Pandemona Card from her now. You can mod it into 100 Windmills if you really want to, which is pretty much infinite Tornado magic for all your desires.

[END OF OPTIONAL]

After the scene, head back outside, and go to the hotel, and talk to the guards, who will tell you to look for the captain. From this point onward, you can also speak to a hidden Tabloid Guy behind the cars at the docks. However, his hints are very pricy, and you're better off following these steps:

- 1. First of all, head back to Zell's House. Since you can't stay in the hotel, Zell will let you in his room now. Each 3rd party member has a different fun response. You can also save and rest in Zell's room.
- 2. Head to the docks and talk to the guard with the dog here.
- 3. Return to Zell's House. You should already see smoke coming from the door. Inside, it's smokey like hell. Talk to Ma Dincht and she'll tell you that the captain was here cooking (bad) fish.

From this point on, you have two options. Boarding the train, or using the dog from the docks. Using the dog gives you a higher SeeD Ranking though, so I suggest you do that.

Board the Train: Simply go to the train. Looks like the soldiers are knocked out ----- and one is lying on the ground. Keep talking to him and he'll keep moving away slightly from the stairs that lead to the train. When he has moved away enough, board the train and you'll find the captain. (+65 SeeD Exp) Return to the hotel for the boss fights.

Use the dog: Head back to the docks and talk to the dog. Follow the dog to the ----- train station to find the captain. (+100 SeeD Exp) Return to the hotel for the boss fights.

Before you proceed, MAKE SURE you have Mug and Draw on your characters.

```
|Name: Raijin | (+ 2x G-Soldier)
|-----|
| Level Range: 1-100 | HP Range: 400-40000 | AP: 10 | EXP: 0
| Elemental Weakness(es): Poison [x1.5]
Status Weakness(es): Darkness [60%], Silence [20%], Sleep [60%], Slow [60%],
            Drain [40%], Gravity, Vit0, The End
|------
DRAW LIST: Lvl 1-19: Thunder, Thundara, Shell, Protect
       Lvl 20-29: Thunder, Thundara, Shell, Protect
       Lvl 30+: Thunder, Thundara, Shell, Protect
|-----|
             | Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST:
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|2x Str Up |2x Str Up |2x Str Up
                                  2x Str Up
```

```
30+|2x Str Up
              2x Str Up
                        |2x Str Up
                                    2x Str Up
DROPS LIST:
              |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                    |~4.7% chance:
1-19|1x Str Up
              1x Str Up
                         1x Str Up
                                    |1x Str Up
|20-29|1x Str Up
              1x Str Up
                         1x Str Up
                                    1x Str Up
30+|1x Str Up
              1x Str Up
                        1x Str Up
                                    |1x Str Up
Strategy: Start the battle by blinding Raijin. You can also put him to sleep
----- although it's not nessecary. Kill of the guards, and make sure you
\mid steal the 2x Str Up from Raijin (it's one extra compared to the drop).
'-----
After the battle, the next one starts immediately after the scene.
                                         {BOSS-28}
|Name: Raijin | (2nd time)
Level Range: 1-29 | HP Range: 400-11600 | AP: 10 | EXP: 0
Elemental Weakness(es): Poison [x1.5]
Status Weakness(es): Darkness [60%], Silence [20%], Sleep [60%], Slow [60%],
             Drain [40%], Gravity, Vit0, The End
DRAW LIST: Lvl 1-19: Thunder, Thundara, Shell, Protect
       Lvl 20-29: Thunder, Thundara, Shell, Protect
             |Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST:
|====0=======0======|======|=====|
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|2x Str Up
             2x Str Up
                        2x Str Up
                                    2x Str Up
|20-29|2x Str Up
             2x Str Up
                        2x Str Up
                                    2x Str Up
DROPS LIST:
              |Card Drop: ---
|~4.7% chance:
             |1x Str Up
|1x Str Up
| 1-19|1x Str Up
                        1x Str Up
                                    |1x Str Up
|20-29|1x Str Up
                        1x Str Up
                                    |1x Str Up
FIXED DROP: Combat King 002 (100%)
DRAW the GF Pandemona!!
.========.
                                         {BOSS-29}
|Name: Fujin |
| Level Range: 1-29 | HP Range: 300-8700 | AP: 10 | EXP: 0
Elemental Weakness(es): Poison [x1.5]
Status Weakness(es): Darkness [60%], Sleep [60%], Slow [60%], Drain [40%],
             Gravity, Vit0, The End
DRAW LIST: Lvl 1-19: Aero, Cura, Life, Pandemona
       Lvl 20-29: Aero, Cura, Life, Pandemona
              | Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST:
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
```

20-29 | 2x Str Up

|2x Str Up

2x Str Up

2x Str Up

1-19 1x Megalixir	1x Megalixir	1x Hero	1x Hero	
20-29 1x Megalixir	1x Megalixir	1x Hero	1x Hero	
==========	======================================	=======================================	=========	
DROPS LIST:	Card Drop:			
=====0========	=======================================	0=========	0=======	
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:	
1-19 1x Megalixir	1x Megalixir	1x Megalixir	1x Megalixir	
20-29 1x Megalixir	1x Megalixir	1x Megalixir	1x Megalixir	
====0=======	0========	0=========	0=======	
Strategy: Start the battle by again blinding Raijin. Immediately draw the GF				
Pandemona fr	Pandemona from Fujin so you don't forget later. Now start your			
regular stealing, 2x S	regular stealing, 2x Str Up from Raijin and either a Megalixir or Hero from			
Fujin. When you've done all that, finish them with a few powerful blows.				
\mid Their HP is quite low, so it should not be much of a problem to defeat them. \mid				
\mid Beware of Fujin's Sai attack however. It reduces the HP of a party member to \mid				
exactly 1 HP. Immediat	exactly 1 HP. Immediately heal that character if she uses that attack.			

Now that you have Pandemona, consider making a quicky by going back to Cactuars and learn it's abilities. On the other hand, I personally think that Pandemona has the most useless set of GF abilities in the game, especially if you've got Auto-Haste since Disc 1 - but that's just me.

Trabia Garden is found on the continent north from Balamb. It's in the eastern regions of this continent, and it's hidden in the mountains. It looks.. crap due to the missiles that blew it up. When you're inside, climb over the wall and follow Selphie. Talk to her friend and answer "Play along". From the Thundaga Draw Point, head approx 5 steps down and search around here to find the Weapons Monthly August Issue.

Head right and you'll be at the Cemetary.. Read what Selphie says, then exit and re-enter. On the left of the draw point you can read a Timber Maniacs Issue. Head back to the main square, and head left. From here, head right and inspect the computer terminal. Exit and watch the scene with Selphie, then talk to the girl and head left. Again head left to find the basketball court. Attempt to leave and Selphie will show up.

During the scene, follow Irvine with Squall. Talk to the kid, then walk down to the beach by going down the stairs on the left. After another scene, talk to the kids, then exit the room. After more scenes, talk to Irvine, then Quistis, then Selphie, and finally Rinoa. At the end of the scenes you're back on in Balamb Garden on the worldmap.

[OPTIONAL]

Go back to Trabia Garden and challenge Selphie's friend who is sitting nearby the gargoyle statue.

Also, head back to Balamb. The Queen of Cards should be back. You should now lose the Chicobo Card to her, and as usual, you want her to go to Dollet so she

can give the card to her artist father. If you succeed, good, otherwise reset.

Stop by the Queen and ask her about the card, but don't play a game with her. Head over to Dollet and win the Chicobo Card back from her son, who can be found in the artist's house, in case you forget. Now enter Balamb Garden and challenge the guy sitting on a bench in the hallway on the right of the main lobby. He has the Chubby Chocobo Card for you to win. You can Card Mod this into 100 LuvLuvG's which will take care of all your compatibility problems. Just use approx 20 LuvLuvG's on a character and they'll have 1000 compatibility with most GF's.

Note: Any LuvLuvG's used now will not increase future GF's compatibility.

Some people rather use GF's as shields for preventing damage. In this case, LuvLuvG's are useless.

[END OF OPTIONAL]

Now head over to Edea's House, which can be found at the southwest tip of the Centra Continent. This is only to get you nearby the hostile Galbadia Garden, floating above a near forest. Save your game, then ram it.

After the scenes, choose the most important orders, which are "Prepare for the attack.", "Prepare our defense.", and "Take care of the junior classmen." The comment about the hotdogs is a funny one, though Nida will scold you. Go down the elevator and talk to Quistis. Choose two party members, then you'll end up in the 2nd floor hallway. Talk to everyone here, and talk to the Junior Classman to get a Cottage. Now head down the the 1st floor and go to the Quad. Talk to Zell, and after the scene talk to Rinoa.

As Zell, head left, then to the lower left to get a scene. Crap.. Back as Squall decide who will be in your party. Head to the elevator and go to the 2nd floor classroom. Beat the crap out of the four Paratroopers, and talk to the SeeD on the right afterwards. Head back to the bridge. After the scenes, head back yet again to the 2nd floor, and find the boy. When you've found him, a Paratrooper will make your life uneasy.

Don't move, instead press X and "Look around for another option". and then "Press the button for the emergency exit." You'll now be battle the Paratrooper in the air. I suggest to block a lot, and punch when the Paratrooper just gets out of block mode. If you block enough times successfully, you'll get the Deathblow option which is performed by Circle. Should you be defeated, you can still re-try. After the beautiful scenes you'll get to name Squall's Ring, Griever. After this, check the trees in the distance to find an Aura Draw point. Aura is a very useful spell (and somewhat rare at this point) because it allows the use of Limit Breaks at any HP amount. Go inside Galbadia Garden now.

Head right, and head right again in the next screen. Go upstairs and talk to

Fujin and Raijin. Go left, then right, and talk to the student to get the 1st Card Key. Head back to the starting point with the Save Point. Go left, and unlock the door on the left here. You're now on the ice hockey field, and you can fight some unique enemies here (although useless). Head to the door on the right. Go though the door on the right to get the 2nd Card Key from a student.

Go south and unlock the door, and go south again. Now Go back to where Fujin and Raijin were, which is (from the screen with Save Point): Right, Right, upstairs. Go all the way up now and unlock the door. Go downstairs and jump off into the basketball court. You can unlock the door on the right to have free entrance to the starting room with the Save Point. Simply exit from the court to the right, and head down until you reach the main hall. Don't face Cerberus yet, but save your game first at the save point on the right. Cerberus *is* optional, but I suggest you beat him to gain a great GF.

```
{BOSS-30}
|Name: Cerberus |
Level Range: 1-30 | HP Range: 7100-10000 | AP: 30 | EXP: 0
Elemental Weakness(es): ---
Status Weakness(es): Drain [80%], Gravity, Vit0, The End
DRAW LIST: Lvl 1-19: Quake, Double
        Lvl 20-29: Quake, Double, Triple
            30: Quake, Double, Triple
|Card Mod Common: ---
STEAL LIST:
                                  | Card Mod Rare: ---
~20% chance: ~5.8% chance:
|Lvl: |~69.5% chance:
                                        |~4.7% chance:
1-19|1x Spd-J Scroll |1x Spd-J Scroll |1x Spd-J Scroll
                                        |1x Spd-J Scroll
20-29|1x Spd-J Scroll |1x Spd-J Scroll |1x Spd-J Scroll
                                        |1x Spd-J Scroll
  30|1x Spd-J Scroll |1x Spd-J Scroll |1x Spd-J Scroll
                                        1x Spd-J Scroll
|------
DROPS LIST:
                Card Drop: Cerberus
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                        ~4.7% chance:
| 1-19|8x G-Returner
               8x G-Returner
                           8x G-Returner
                                        8x G-Returner
20-29 8x G-Returner
               |8x G-Returner |8x G-Returner
                                        |8x G-Returner
  30 8x G-Returner
               |8x G-Returner |8x G-Returner
                                        8x G-Returner
| Strategy: Cerberus absorbs Lightning and is immune to Wind, so don't use that|
----- kind of magic. It has Triple for you to draw, which you definitely
should if you don't have 100 for 3 characters yet. Double may also be useful
for junctions, but is hardly as important as Triple. Make sure you steal the
Spd-J Scroll from Cerberus, and you're free to beat him as you wish. A few
Limit Breaks (with the Aura you should've gotten earlier) will dispose him
in a fast (and not painless) way. You can Dispel his Triple status if you
| want, so he can't cast three spells in a row.
```

Cerberus is a great GF for magic junctioning, but his other abilities aren't anything tremendously useful. Cerberus' GF 'attack' on it's own can be useful at times: It casts Double and Triple on all party members.

You probably already have 3x Auto-Haste from the Kiros Card, but in cast you don't, Cerberus will learn it after the Spd+% abilities.

Note: You can fight Tri-Faces in the center of this hall. This is *NOT* a fixed encounter, it's simply a 100% appearance rate. It can be useful knowing

this if you'd like to farm a few Curse Spikes here. Just keep in mind that there is a faster method later on in the game.

Head left, and go through the left door. The student here will give you the 3rd and last Card Key. You can unlock the door on the south now, which leads to the whole previous complex, but you've got nothing to do there now, so head back to the main hall. In the main hall, you can also unlock the door on the right, but there's nothing for you there either.

Simply go north from the main hall, and go upstairs. Go left and enter the elevator. Save your game at the Save Point, and make sure you have Mug and Draw on your characters. It's... boss time.

```
{BOSS-31}
|Name: Seifer | (2nd time)
______________
| Level Range: 1-31 | HP Range: 1300-10300 | AP: 20 | EXP: 0
Elemental Weakness(es): Poison [x1.5]
Status Weakness(es): Darkness [80%], Silence [80%], Sleep [70%],
              Drain [100%], Gravity, Vit0, The End
|-----|
DRAW LIST: Lvl 1-19: Fire, Thunder, Dispel, Haste
        Lvl 20-29: Fira, Thundara, Dispel, Haste
        Lvl 30-31: Firaga, Thundaga, Dispel, Haste
| Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST:
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|8x Mega-Phoenix |8x Mega-Phoenix |8x Mega-Phoenix
                                       8x Mega-Phoenix
|20-29|8x Mega-Phoenix |8x Mega-Phoenix |8x Mega-Phoenix |8x Mega-Phoenix
|30-31|8x Mega-Phoenix |8x Mega-Phoenix |8x Mega-Phoenix |8x Mega-Phoenix
DROPS LIST:
               |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
8x Mega-Potion
20-29 8x Mega-Potion 8x Mega-Potion 8x Mega-Potion
                                       8x Mega-Potion
|30-31|8x Mega-Potion |8x Mega-Potion |8x Mega-Potion
                                      8x Mega-Potion
Strategy: This fight is a breeze if you cast Blind, Silence and Sleep on
| ----- Seifer. Even without, the fight won't be difficult. A few solid
hits and Seifer will go down. There's not much else to say here, except that
his Demon Slice attack looks cool. It won't hit above 1500 damage, and that's
when you have low Vitality. Protect can help you out as well. I suggest you
mug him for 8x Mega-Phoenix.. which is better than the drop.
```

Head back down with the elevator, and go right. Go around the hall and save. Now go right and approach the Auditorium. After the scenes.. it's boss time again!

```
DRAW LIST: Lvl 1-19: Fire, Thunder, Dispel, Haste
         Lvl 20-29: Fira, Thundara, Dispel, Haste
         Lvl 30-32: Firaga, Thundaga, Dispel, Haste
STEAL LIST:
                  | Card Mod Common: --- | Card Mod Rare: ---
|====0=======0======|======|=====|==|=|=|=|=||
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                             |~4.7% chance:
1-19|1x Hero
                  1x Hero
                               1x Holy War
                                             |1x Holy War
|20-29|1x Hero
                 1x Hero
                              |1x Holy War
                                             |1x Holy War
|30-32|1x_Hero
                 1x Hero
                              1x Holy War
                                             |1x Holy War
DROPS LIST:
                  |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                             |~4.7% chance:
| 1-19|1x Hero
                 1x Hero
                               1x Holy War
                                             |1x Holy War
|20-29|1x Hero
                  1x Hero
                               1x Holy War
                                             |1x Holy War
|30-32|1x Hero
                              |1x Holy War
                                             |1x Holy War
                 1x Hero
DRAW the GF Alexander!!
.========.
|Name: Edea | (2nd time)
Level Range: 1-32 | HP Range: 500-16000 | AP: 30 | EXP: 0
Elemental Weakness(es): ---
Status Weakness(es): Darkness [80%], Sleep [80%], Slow [90%], Drain [100%],
                Gravity, VitO, The End
DRAW LIST: Lvl 1-19: Blizzard, Demi, Esuna, Alexander
         Lvl 20-29: Blizzara, Demi, Esuna, Alexander
         Lvl 30-32: Blizzaga, Demi, Esuna, Alexander
                 | Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST:
|====0=======0======|======|=====|==|=|=|=|=||
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                             |~4.7% chance:
| 1-19|1x Royal Crown | 1x Royal Crown | 1x Royal Crown
                                             |1x Royal Crown
20-29|1x Royal Crown |1x Royal Crown |1x Royal Crown
                                             |1x Royal Crown
|30-32|1x Royal Crown | 1x Royal Crown | 1x Royal Crown
                                             1x Royal Crown
                  Card Drop: ---
DROPS LIST:
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Force Armlet |1x Force Armlet |1x Force Armlet |1x Force Armlet
20-29|1x Force Armlet |1x Force Armlet |1x Force Armlet
                                             |1x Force Armlet
30-32|1x Force Armlet |1x Force Armlet |1x Force Armlet |1x Force Armlet
Strategy: Before you can reach Edea (and vice versa), you'll have to beat
 ----- Seifer first. There's no real need to Mug him, since the items for
drop and steal are the same. A few hits and he'll go down.
Before you do anything, draw Alexander from Edea, as you really don't want to
miss this GF. Snatch a Royal Crown from her after that, and let the battle
begin. Cast Sleep on Edea and pummel her with magic or GF's. Alternatively
you can cast Aura on yourself (but be quick, because her Maelstrom attack
inflicts Curse - the opposite of Aura - preventing Limit Breaks) and just
unleash a few powerful attacks to defeat Edea.
```

00=-*=-*=-*=-*=-*=-*=-*=-*=-*=-00			
	{17} Finding Ellone	CHECKLIST	
Oo*=-*=-*=-*	·=-*=-*00*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-	*=-*=-*00	
Treasure:	Weapons Monthly July Issue, (Rename Card), Pet Nametag,	11	
	Combat King 003.	11	
		11	
Rare Cards:	(Shiva).	11	
		11	
Other:	Holy Draw Point (Leader's Cabin)	11	
00*- *- *- *- *		*- *- *-0	

Head to the bridge and on the worldmap, head to Edea's House. Since you're still nearby, this shouldn't be a problem to find. At Edea's House, go to the next screen and read the Timber Maniacs issue on the right. Go outside on the right and talk to Edea. Between the dialog, it is possible to challenge her to a game of cards. You can win the Edea Card from her, but she's a very good player, and the Random rule is in place here, so make sure you DO NOT MIX rules. You can also play Edea later. If you missed the Seifer Card, you can get it from Cid.

After all dialog, head back inside Balamb Garden. Go to the training center and take the left path. You can find a Weapons Monthly July Issue about halfway the screen on the right. Head over to the Infirmary and check on Rinoa to slip into another Laguna Dream. This time you can even choose your junctions for the party members! I suggest you use your main 3 junctions.

Note: If you read the Timber Maniacs Issue in Shumi Village, Ward will not be a part of this dream.

During the dream you'll have to battle a Ruby Dragon in a mini-game. Try to block it's attacks as good as you possibly can, because it hits HARD. Sneak in a hit when you get the chance. If the Ruby Dragon recovers quickly, it means it'll also attack quickly, so get ready to block. After the mini game, you're up for the real deal.

However, choose "H-Hold on a sec..." so you can re-check your available abilities. I suggest you put the LV Up and LV Down abilities on one character, if you've learnt them. This way, you can get the Ruby Dragon to Lvl 45+ and draw Flare and Meteor Magic from it. You can also downgrade it to a pathetic minimum when you're done, so you don't have to worry much about the Exp you'll get.

After the dream head back to Edea's House. Edea will give you the Sorceress' Letter and off you are to search for Ellone. Back on the worldmap, press SELECT a few times to view the large worldmap. The Island *directly north* from Edea's House, that's the island where the White SeeD Ship can be found - in one of the inlets. It's hidden well, so search well.

[PERFECT GAME NOTE 15]

Do NOT give the Girl Next Door to Zone. It's a unique item, and what you get is not unique. You can win the Shiva Card at any time on Disc 4 from any CC member, and the Rename Card is a common item. The 25500 Gil means absolutely nothing at this point, so keep the Girl Next Door! Also, do not miss out on reading the Timber Maniacs Issue. The White SeeD Ship won't be around forever.

On the ship head north. After the scene, you can go up and read the final issue of Timber Maniacs. You can also talk to Zone three times. If you have the Girl Next Door (from Timber - Timber Maniacs) you can give it to him for free and he will give you the Shiva Card and a Rename Card. If you sell it to him for 25500

Gil you won't get anything. By the way, the Girl Next Door is a unique item.

If you missed it on Disc 1, you can again attempt to win the Angelo Card from Watts. And if you did miss it, win it now and mod it, please, in 100 Elixirs.

Head inside the ship's main cabin and talk to the leader twice. You can also draw Holy from the draw point here.

[OPTIONAL]

Now head back to Timber. Talk to the guy near the Timber Maniacs building, the one that you previously cheered up to become a journalist. He'll give you a Pet Nametag (a unique, though rather useless item). You can also go to the station, where you can save a girl from nearly getting run over by a train. The scene will shift to the hotel room. Check the small train in the upper left corner to see the newsflash!

Also head to Balamb. In the first screen, talk to a girl walking around. (If she doesn't appear, first head into Balamb Garden's Library and talk to a pigtailed girl, then try again) Now go to Zell's House and talk to his mom. Last, head to the Hotel and stay a night. After the scene you'll receive Combat King 003.

It is also wise to learn Alexander's Med Data, and Med LV Up now (go to our lil' Cactus 'friends'). This will help a great deal to get the GF Doomtrain soon. You may also want to grab 6 Steel Pipes (from Wendigo's, dream forest near former Galbadia Garden's location - for example).

[END OF OPTIONAL]

Head to Fisherman's Horizon and walk a bit with Squall. After more scenes, check on Rinoa. More scenes and dialog take place. Talk to Edea and she joins up as a temporary member. On the worldmap, approach Great Salt Lake.

[PERFECT GAME NOTE 16]

Since you don't *have* to use Edea, it's better not to so she doesn't get any

kills (or KO's). The same reasoning applies as with Seifer.

Head north. In the next screen head east, over the skeleton to the next screen. There's a Meteor Draw Point on the right here, which may be useful to draw from. Head north over the spine, and go north at the next screen and jump off the cliff. Continue north, then go left. Give someone the Recover command, or the Item command. In this screen, attempt to go north and you will be attacked by an undead fool named Abadon.

Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:	
1-19 1x Power Wrist	1x Power Wrist	1x Power Wrist	1x Power Wrist	
20-29 1x Power Wrist	1x Power Wrist	1x Power Wrist	1x Power Wrist	
30-34 1x Power Wrist	1x Power Wrist	1x Power Wrist	1x Power Wrist	
	=========	==========	=======	
DROPS LIST:	Card Drop:			
====0========		0========	0=======	
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:	
1-19 10x Flare Stone	10x Flare Stone	10x Flare Stone	10x Flare Stone	
20-29 10x Flare Stone	10x Flare Stone	10x Flare Stone	10x Flare Stone	
30-34 10x Flare Stone	10x Flare Stone	10x Flare Stone	10x Flare Stone	
====0==================================				
Strategy: Ah, don't you just love undead enemies? Steal the Power Wrist from				
it, and if you care, draw some Flare magic. Waste it with an item				
such as an X-Potion or Elixir, or simply use Recover once or twice.				

After the fight, head right and inspect what apears to be optic camouflage. Head up the ladder and go through several halls. In one of the halls, examine the panel to find out about the optic camouflage.Ride the elevator into the city of Esthar, and ... TIMING! Another Laguna Dream!

Approach the Esthar Soldier nearby the elevator and talk to him. Talk to the other Esthar Soldier, then talk to the Moomba twice, then talk to the normal man and finally talk to the Moomba again. Beat the E-Soldier and Kiros and Ward join up again. You can check if your junctions are in place, and the a battle versus a Gesper, an E-Soldier and a Cyborg E-Soldier will commence. Beat the crap out of them and get on the elevator.

In this room, walk nearby Dr. Odine for a total of four times until Laguna and Co. exit the place. Head back inside after the scene and check the floor for Weapons Monthly First Issue. Take the elevator down again and beat the Elastoid, E-Soldier and Cyborg E-Soldier. Go back up with the elevator and follow Odine.

You'll have to fight 2x E-Soldiers after the scene. Check the round bench in the center, which appears to be an elevator (what the..?). Ride it, and go through the door. Another battle with two E-Soldiers and you're almost done. Look through the glass to see Ellone, and head over to the panel and go to the part on the right of it and examine it. "Unlocked" will pop up on the screen. Head back down with the elevator, and go north to find Ellone. Wake up Squall!

After more scenes, you're finally good to go explore this magnificent town..err Capital rather. Challenge Odine at cards, but do NOT mix Centra Rules with him. Just do the usual - challenge, decline, until he just asks to play. You can win the Ward Card from him, which is a great playing card.

Go south and head right. Exit the palace with the elevator and go south. From here, go left, then go left again, and then go bottom-left. Talk to the Presidential Aide here, and take the elevator back to the Presidential Palace. Go back inside the Palace, and talk to the Presidential Secretary who's standing near the door where you left Rinoa with Odine. The Secretary will leave behind the Occult Fan IV. (Btw, notice the subtle painting of Winhill above the door. You'll understand the meaning of this later)

[PERFECT GAME NOTE 17]

Be sure to collect the Occult Fan IV, seeing how it's a rare and unique item.

Go back outside to the front of the palace. From here, and this may sound lame, follow these directions to quickly get you around: Head left, left, right, right and talk to the E-Soldier here standing on this road. This needs to be done to get the Combat King 004 later. From here head right, right, bottom-right, and right. You're now in the shopping mall, a great place to be (especially if you have Tonberry's shop abilities!!). First of all, you should know that you can get several free gifts from various shops. They're given randomly when you visit certain shops. These gifts are:

Cloud's Shop (Esthar Shop): Hi-Potion, X-Potion
Johnny's Shop (Esthar Shop!!!): Hi-Potion, Mega-Potion
Karen's Shop (Esthar Book Store): Hi-Potion, Mega-Phoenix

Cheryl's Shop: Rosetta Stone (May require many attempts)

Every gift can only be gotten once, and the Rosetta Stone really can be gotten now, but it may take over 50 attempts - it's completely random. It may be a 1 out of 32 or 64 chance to get it, but it's worth it. Cheryl's Shop itself will never be open. Make sure you visit all the other shops, so they will be logged and appear in your menu under Tonberry's Call Shop. Johnny's Shop will not always be open, but make sure you visit it once. In Call Shop it's always open.

Esthar Pet Shop is worth mentioning because it sells not only Pet Pals Vol.5 and Vol.6 (and Vol.5 will teach a very, very useful skill later - Angelo Search), but it also sells +40% GF ability items. Power Wrists and Hypno Crowns can be refined into 10 Aura Stones a piece, and those stones can be refined into Aura Magic with Supt Mag-RF from Leviathan.

[PERFECT GAME NOTE 18]

Be sure to visit all the shops here and get all gifts. Getting the shops in Call Shop is an absolute nessecity in Disc 4.

Infinite Money: The Fastest Method:

Money shouldn't hold you back since you now have access to the best money making method in the game. Buy 100x Tent and 100x Cottage from 'Esthar Shop!!!' and put them in the first two spots of your inventory. Refine them into Mega-Potions with Carbuncle's Recov Med-RF to get 75x Mega-Potions. Make those the third item in your inventory (use Rearrange). Now go to 'Esthar Shop!!!' and sell the 75x Mega-Potion for 562500 Gil.. You've bought the ingredients for 210000 Gil..so you've made a profit of 352500 Gil! This is all assuming you learnt Tonberry's Haggle and Sell-High, and this is the fastest method there is.

In schematic form:

- 0. Rearrange Tent, Cottage and Mega-Potion to be the first 3 items.
- 1. Go the Call Shop -> Esthar Shop!!!
- 2. Buy 100x Tent and 100x Cottage
- 3. Go to Recov Med-RF
- 4. Refine 100x Tent + 100x Cottage into 75x Mega-Potion
- 5. Go to Call Shop -> Esthar Shop!!!
- 6. Sell 75x Mega-Potion
- 7. Buy 100x Tent and 100x Cottage

Repeat.

You can choose to buy 100 of everything in the shops, but this will take quite a while. You can refine several items into useful things, though, but the Aura Stones from Power Wrists/Hypno Crowns are by far the most useful thing.

Exit south twice to get to the worldmap. You can select the big worldmap, and you'll notice a few locations have been added. Head to Tear's Point first. You can walk all the way to the end to find the Solomon Ring. To use this ring (to obtain the GF Doomtrain), you must have 6x Malboro Tentacles, 6x Remedy+, and 6x Steel Pipes.

You can get Malboro Tentacles from, well, Malboro's, you'll have to refine the Remedy+ from Remedies (use Alexander's Med LV Up), and you can get Steel Pipes from Wendigo's.. or modding Elastoid Cards.

When you get Doomtrain, learn it's Forbid Med RF first, the rest'll come later.

Head over to the Lunar Gate for now to continue with the story, and enter the building. Follow the lady, and watch the scene. Trust Zell, and choose a party member to come along. Enter the capsule and off to the moon we go! But first, exit the building with Zell and go to the worldmap.

Head back to Esthar City. From the first screen, go into the next. From here, simply go left twice, then bottom-left to reach Odine's Lab. Go inside and talk to Odine, who will debrief you about Lunatic Pandora.

- In short: It will fly over town and there are three contact points.
- I will describe how to easily get to the first contact point in time.

Go outside the lab and the timer will start ticking. Go bottom-right. From here, head left, and left again. In the next screen, head up, then head right, and right again. Talk to the Esthar Soldier standing on this road here to receive the Combat King 004. Head right once more and wait until the timer hits 15:00.

Remember the Laguna Dream on Disc 1? Here's the table again of what did what:

Laguna's Actions (in the dream):	Later Visits:
Pick up the Old Key near the Confuse Draw Point (and near barrels).	Unlocks the doorway which reveals an Ultima Draw Point.
Remove the lever of the middle panel	Reveals a Silence Draw Point
Fiddle with the lever of left panel + press the red switch afterwards	 Reveals a Phoenix Pinion
Fiddle with the lever of right panel + press the blue switch afterwards	Reveals a Power Generator (!)
Find the Old Key at 1st intersection	 Reveals a LuvLuvG item behind the door

	The boulders fall into holes which allow you to reach some secrets. It
	also clears the way to Combat King 005
Push a rock from a left tunnel wall	 Reveals a Spd-J Scroll

Fight the G-Soldier and Elite Soldier, and you'll be inside. Draw Meteor from the draw point if you care to, then head upstairs. Use elevator #3, and take the stairs at the bottom right in the next screen. Climb down the ladder here, and check the tube on the right to find a LuvLuvG (only if you found the Old Key as Laguna first). Head left twice, and examine the former trap holes for a Power Generator, a Silence Draw Point and a Phoenix Pinion respectively. Go left again and grab the Combat King 005. Wether all these treasures are here depends on the previous actions you made as Laguna on Disc 1.

Backtrack to the ladder, climb up, and head up the stairs to the next screen. Use elevator #3 again, then use elevator #1. In this screen, walk up and check the hole on the left to find a Spd-J Scroll. Head up for two screens and you'll be kicked out. Back to Squall and Co..

Talk to Piet, then go to Rinoa. Follow Piet and walk Rinoa into the room with the green door. Save your game now. Exit the room and go north through the halls to find Piet. Challenge him for a game of cards and try to win the Alexander Card from him. This is quite difficult because ALL rules are in effect on the Lunar Base. One rule is likely to be abolished after a game of cards. As long as it's not Open, it's fine.

Stand next to the party member you brought along, and exit the room. You may want to go save your game first, otherwise head upstairs and follow the path. In the next room you'll finally find Ellone. First things first: Challenge her to a game of cards and win the Laguna Card from here. 100x Hero is what it mods into! It will be a pain to win, so you *can* just skip it and win it on Disc 4, but getting it will certainly give you a satisfied feeling. Talk to her and walk outside until things get a little.. crazyy.

Go check on Rinoa, just to find her possessed. Head back to the Control Room, after which you have to check the monitor. Head south, then go upstairs and enter the room on the right, near the unconscious man. Put on a spacesuit by checking one of the lockers and exit on the right. Try to float into space, just to find out that you can't.. head back when the three astronauts also return, and watch the scene in the hallway. Head back to the Control Room and talk to Piet, and then Ellone, follow them to the right, and enter an escape pod.

Talk to Ellone and step inside a capsule to trigger more scenes. When you have to rescue Rinoa in space, fixate the screen so that Rinoa is in the middle. USE TRIANGLE to speed your movement up. After more scenes you'll be in the Ragnarok.

Save your game, then examine the panel on the left. Go through the door to find out... You.. Are .. Not ... Alone! Oh well, time to slay a few Aliens.

The Propagators, as they're called, come in pairs of colors. To exterminate them you must defeat one pair at a time, straight after each other. If you fight a different color, the previous one will be revived. Follow the steps below:

```
{BOSS-35}
Name: Propagator (x8 in total)
Elemental Weakness(es): ---
 Status Weakness(es): Death [70%], Poison [80%], Petrify [70%], Darkness [80%]
                Silence [80%], Berserk [60%], Zombie [70%], Sleep [80%],
                Slow [90%], Stop [50%], Doom [80%], Slow Petrify [80%],
                Drain [100%], Blow Away, Gravity, Vit0, The End.
DRAW LIST: Lvl 1-19: Thunder, Cure, Esuna, Life
         Lvl 20-29: Thundara, Cura, Esuna, Life
         Lvl 30-42: Thundaga, Curaga, Esuna, Life
STEAL LIST:
                 Card Mod Common: ---
                                   Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                           ~4.7% chance:
1-19|6x Wizard Stone |6x Wizard Stone |6x Wizard Stone
                                          |6x Wizard Stone
20-29 6x Wizard Stone | 6x Wizard Stone | 6x Wizard Stone
                                           |6x Wizard Stone
|30-42|6x Wizard Stone | 6x Wizard Stone | 6x Wizard Stone
                                           |6x Wizard Stone
DROPS LIST:
                 |Card Drop: ---
|Lvl: |~69.5% chance:
                |~20% chance: |~5.8% chance:
                                          |~4.7% chance:
| 1-19|1x S/D/F/A Stone |1x P/H/M/D Stone|1x A/U/U/U Stone |1x D/U/U/U Stone
|20-29|1x S/D/F/A Stone |1x P/H/M/D Stone|1x A/U/U/U Stone |1x D/U/U/U Stone
|30-42|1x S/D/F/A Stone |1x P/H/M/D Stone|1x A/U/U/U Stone |1x D/U/U/U Stone
Note: When dropped, you'll get only ONE stone out of the following: A = Aura,
     S = Shell, P = Protect, D = Death, F = Flare, M = Meteor, U = Ultima
|-----
Strategy: The Propagators aren't strong, but there's 8 of them. There's a ton
------ of status effects they're weak against, so you might want to put
something like sleep on your weapons. Just remember to waste them in pairs.
```

Alright. Head downstairs, and beat the crap out of the Purple Propagator here. Go north and through the large door, but beware of the Red Propagator in the next screen - Quickly run through the door on the left, and beat the 2nd Purple Propagator here. That takes care of the purple.

Head right, and beat the Red Propagator. Now go left again, and left once more. Ignore the Green Propagator here, and go south to beat the 2nd Red Propagator.

Go back to the Green Propagator that you ignored just now, and beat him. Now go south, down the stairs, and go through the smaller door on the upper right. Beat the 2nd Green Propagator here. Only one pair left!

Exit the screen and go upstairs. Go south here, and beat the Yellow Propagator. Go north twice and to the upper left to beat the last, very hostile Propagator.

Go up the elevator in the middle of the screen (where a Green Propagator used to stand on) and you'll be in the cockpit. Scenes will play.

After the scenes, head back inside, go left, and into the passenger's room, which is on the upper left. Afterwards, exit the room and go to the cockpit. You have now obtained the Ragnarok, aka a kickass airship.

First of all, let's get Rinoa back! Go to the big map with SELECT, and you can

simply select your next destination and press X, and the Ragnarok will fly to it. Select 'Esthar Sorceress Memorial' and enter. Things are straightforward, so just rescue Rinoa.

Head to Edea's House afterwards, and follow Angelo to the left. A promise..is finally made like we saw in the intro movie..After all scenes, we're free to go back to the World Map.

Go to 'Esthar/Airstation' and Auto-pilot the Ragnarok over there. In Esthar, simply head to the Presidential Palace, which is right, up, up, right, up, from where you start (in case you forgot). In the Palace simply go left until you meet up with the president, who is no other than...!

It's time for some explanations, so ask about whatever you like, closing with the mission debriefing. At the end of the scenes, you can go inside the Ragnarok and challenge Laguna to a game of cards. You can win the Squall Card from him, which is a great playing card.

Now that you have all the freedom in the world, it's time to finish all the side quests that you can do. Let's get a few GF's first. Be warned, just don't come close to the Lunatic Pandora yet. Everything below is fully optional.

- o Jumbo Cactuar
- o Deep Sea Research Center (Bahamut, Ultima Weapon/Eden, and Fixed Encounters)
- o UFO/PuPu Sidequest
- o Finish the Queen of Cards Quest
- o Sending the Queen to Shumi Village
- o The Obel Lake Quest
- o Fixed Elnoyle Encounter (Getting Energy Crystals)
- o Island Closest to Hell/Heaven
- o General Best Junctions
- o Angelo Searching

o Jumbo Cactuar

Head over to Cactuar Island which is the small desert island east from the Centra Kaskabald Desert. A little green Cactuar keeps popping up.. although.. little may not be the correct description. Check your junctions first, (junction Water to Elemental Attack, and remove any Mug ability), and approach our

'little' green f(r)iend.

[PERFECT GAME NOTE 18]

Just a precaution: Do not let Jumbo Cactuar hit anyone with the 10000 Needles attack, since it'll instantly KO a party member. Either defeat it quickly, or use Invincibility (Invincible Moon, Hero/Holy War items).

```
.===========.
|Name: Jumbo Cactuar |
                                                          {BOSS-36}
Level Range: 1-100 | HP Range: 33000-330000 | AP: 20 | EXP: 0
Elemental Weakness(es): Water [x2.9].
Status Weakness(es): Slow [50%], Vit0, The End.
DRAW LIST: Lvl 1-19: Meltdown, Demi, Tornado
          Lvl 20-29: Meltdown, Demi, Tornado
               30+: Meltdown, Demi, Tornado
                    |Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST:
|Lv1: |\sim 69.5\% chance:
                   |~20% chance:
                                  |~5.8% chance:
                                                   |~4.7% chance:
1-19|3x Cactus Thorn |3x Cactus Thorn |3x Cactus Thorn
                                                   |3x Cactus Thorn
20-29|3x Cactus Thorn |3x Cactus Thorn |3x Cactus Thorn
                                                   |3x Cactus Thorn
  30+|3x Cactus Thorn |3x Cactus Thorn |3x Cactus Thorn
                                                   3x Cactus Thorn
DROPS LIST:
                    |Card Drop: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                                   |~4.7% chance:
1-19|1x Gaea's Ring | 1x Gaea's Ring | 1x Gaea's Ring
                                                   |1x Gaea's Ring
20-29|1x Gaea's Ring | 1x Gaea's Ring | 1x Gaea's Ring
                                                   |1x Gaea's Ring
                   | 1x Gaea's Ring | 1x Gaea's Ring
  30+ 1x Gaea's Ring
                                                   1x Gaea's Ring
Strategy: With Water Junctioned to Elemental Attack, you'll deal almost 3x
 ----- the normal damage - which is good, because Jumbo Cactuar's HP is
 really high. First it should be noted to *not* steal from it, because the
 Gaea's Ring is obviously better than the Cactuar Thorns.. Start the battle by
 quickly casting Slow on it, followed by a casting of Meltdown, which the boss
 itself also has for you to draw. Get into Limit Break mode by using a few
 Aura on your characters, and use Renzokuken, Shot, Duel.. anything that deals
 quick and massive damage.
 It's most dangerous attack is it's 10000 needles attack, which inflicts
 exactly 10000 damage on one party member, 100% chance, no questions asked.
 You'll want to beat it before it uses that. It's other two attacks, his
 regular stamp attack or Ker Plunk, are both regular physical attacks.
 Be warned when Jumbo Cactuar falls below 5% of it's HP. A message will pop up
 "Jumbo Cactuar is hesitating", which means it's about to escape. If it falls
 below 2% of it's HP, it will flee from battle, and recover ALL of it's HP.
 When the message pops up, deal massive damage with a Renzokuken or something
similar, and the battle should be won.
```

Now the GF Cactuar is yours! It has the 5 Bonus Abilities learnt, which is great for leveling up characters. Learn Luck-J, Eva-J, Luck+50%, Initiative, Kamikaze, Defend, and the rest in that order. Before you go AP farming, it's time to get yet another GF.

Head to the lower left corner of the worldmap and search around for a small island/structure. This is the Deep Sea Research Center.

Enter the Deep Sea Research Center. Be sure to have proper junctions! Inside, your goal is to approach the flashing core in the middle. However, you can ONLY walk a few steps if the core isn't flashing. If the light's on and you walk, you will instantly get into an encounter. After walking for a few minutes, check the core. Pick the following answers: "It's not our will to fight", then "Never" and lastly, pick the hidden option below the other two: "It's our nature". Note that after the first two answers, you'll face two Ruby Dragons, one of the strongest enemies in the game, and the second one means a 100% back attack. Have high Vitality junctions. After the third answer, fight the GF Bahamut.

```
Name: Bahamut
                                      | FLYING ENEMY | {BOSS-37} |
| Level Range: 1-100 | HP Range: 10800-90000 | AP: 40 | EXP: 0
Elemental Weakness(es): ---
Status Weakness(es): Darkness [50%], Slow [90%], Vit0, The End.
DRAW LIST: Lvl 1-19: Flare, Curaga, Full-life, Dispel
         Lvl 20-29: Flare, Curaga, Full-life, Dispel
         Lvl 30+: Flare, Curaga, Full-life, Dispel
|------
STEAL LIST:
                | Card Mod Common: --- | Card Mod Rare: ---
|Lv1: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|1x Hyper Wrist | 1x Hyper Wrist | 1x Hyper Wrist
                                           |1x Hyper Wrist
|20-29|1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist
                                           1x Hyper Wrist
 30+|1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist
DROPS LIST:
                 Card Drop: Bahamut
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                            |~4.7% chance:
1-19|1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist
                                            |1x Hyper Wrist
|20-29|1x Hyper Wrist
                |1x Hyper Wrist |1x Hyper Wrist
                                           |1x Hyper Wrist
 30+|1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist
                                           1x Hyper Wrist
Strategy: Bahamut is fairly strong, but with a good strategy (and you're
 ----- reading one - hey!) he's much easier than you'd expect. Start the
battle by casting Blind on Bahamut, followed by Slow. It's also recommended
 to cast Shell on all three party members and keep it up. Cerberus may be a
 useful outcome to maintain Shell on all party members. On the other hand, if
 you have Auto-Shell there's nothing to fear.
 Bahamut's physical swipe will often miss, and his magic Thundaga and Tornado
 aren't going to take you out, especially not with Shell. If you have Haste or
 even better, Auto-Haste, then you're immune to Stop.
 Leaves Mega Flare. It's best to defeat Bahamut before it uses this, but if it
 comes down to it, expect a few thousand damage. Shell will cut the damage in
 half, so that's good. Defeat Bahamut with Meltdown, and Aura + Limit Breaks.
 If you have room to breathe, I suggest drawing some magic from Bahamut. Maybe
```

you already have the magic, but if you don't then it's an easy supply.

After it's defeat, Bahamut will join you. Another Mug ability and Auto-Protect are very useful in particular. Rare Item may seem awesome, but don't be fooled. It only increase the chances for the 2nd item (normally 20% chance), and it REDUCES the chance of getting rare items. I know - it kind of sucks. There are only a few possibilities where it's in fact useful, and those are mostly under special and rare circumstances.

It's Bahamut Card can be modded into 100 Megalixirs, which will take care of all your healing needs for most likely the rest of the game.

Exit to the Ragnarok and go to the passenger room. From now on, you can enter the deeper levels of the Deep Sea Research Center. Before we continue, I will give you a WARNING with some explanations.

USEFUL FIXED ENCOUNTERS!

- This place is where you can find Ultima Weapon, from which you can draw the GF Eden, get the Eden Card, and get 100 Ultima Stones. You can also draw Ultima from it. HOWEVER...
- It's possible to get FIXED encounters with RARE and USEFUL enemies here. If you defeat Ultima Weapon, these encounters will be GONE FOREVER. Because these encounters include Tri-Faces, and these enemies drop Curse Spikes, this is the perfect place for farming those items.
- 100x Curse Spikes refine into 1x Dark Matter (Tool-RF, Siren at Lvl 100).

 Dark Matter refines into Shaman Stone (and Rosetta Stone), or 100 Ultima, or Luck J-Scroll (and thus Luck Up). It is basically the best item in the game, and this is the fastest and most reliable source.
- In short: Draw Eden from a boss on Disc 4, get the Eden Card from the CCGroup on Disc 4, and let Ultima Weapon live. You can get Ultima magic by other means quite easily (like the mentioned Dark Matter, or Energy Crystals).

[PERFECT GAME NOTE 19]

For perfect game attempts, it's out of the question to kill Ultima Weapon. You really, really NEED the fixed encounters here, or you might as well start the entire game again. That would take less time than trying to max Luck without it, just to name one thing. The fixed encounters are very, VERY important. I can not stress this enough. Ultima Weapon holds nothing unique, nothing. Besides, this way you can 'play' with it whenever you want it (and re-load, of course).

To get to the fixed encounters, put Zell in your party and climb down the hole. Follow these steps to get to the deep excavation site.

- Talk to your party members and Squall will examine a terminal. Choose "Yes", and 4 Steam Units will be used.

Note: This first panel can also reset the whole area. You will then start with 16 Steam Units (and have access to floor 2 like normal).

- Head down to level 2. Here, use 1 Steam Unit at the terminal. Head to Lvl 3.
- Here, again use only 1 Steam Unit and go to the next level.

- On level 4, use one Steam Unit and go to level 5.
- On level 5, use one Steam Unit, and go to level 6.
- With Zell in your party, and if you have 13 Steam Units or less, he'll punch the door open for you, which saves you 4 Steam Units. You need 10 units to fight Ultima Weapon (but you really shouldn't).

In the next screen, try to go to the Save Point. Hey! Fixed encounter with Tri-Faces here. Make sure to have Enc-None on, so you don't get any random encounters, and only the fixed ones. There are three fixed encounters in this screen. If you go down more, you'll get other fixed encounters:

1st screen: Tri-Face
2nd screen: Grendel & Imp
3rd screen: Behemoth
4th screen: Ruby Dragon
5th screen: 2x Iron Giant

Exit the place whenever you're done.

o UFO/PuPu Sidequest

There may have been places where you've seen a UFO come flying by, even when you had Enc-None on. Try to see the UFO at the following four places (just once):

- Mandy Beach (East of Timber)
- Kashkabald Desert (East Centra Continent)
- Winhill Bluffs (Around Winhill)
- Trabia Heath Peninsula (Small Island East of Trabia Continent)

Now go to the top of the canyon at Grandidi Forest. This is where the final Chocobo Forest is located. Walk around on top of the canyon and you'll encounter the UFO. Beat it up and you'll receive an Aegis Amulet.

Now, be SURE to have at least 5 Elixirs in your inventory (buy them from 'Esthar Shop!!!') and give someone the item command. Head back to the crater where Balamb Garden used to be located at and you'll find PuPu, in need for some Elixirs because some cruel person destroyed it's UFO... Give him the 5 Elixirs and you'll be rewarded with the PuPu Card.

Note: You can Devour PuPu for Speed +1, and winning the battle gives you an Accelerator. However, these things are not unique, and you DO NOT get the PuPu Card this way. There is only ONE PuPy Card in the game, so I HIGHLY recommend you to get it.

[PERFECT GAME NOTE 20]

Give PuPu the 5 Elixirs and get the PuPu Card - No questions asked. Do not ever mod or lose the PuPu card. Never ever. There is only 1.

o Finish the Queen of Cards Quest

Now that you have the Alexander Card, head over to either Balamb or Dollet, wherever you sent the Queen to last, and lose the Alexander Card to her. Again,

as usual make SURE she goes to Dollet or Balamb. After losing the Alexander Card to her, win it back from her son in Dollet. You can now finally mod it into 3x Moon Curtain, which teaches Auto-Shell (GREAT ability to have).

The new card can be found in the deck of the TIMBER Pub owner. He's in the right corner of the pub. He will not play the Doomtrain Card frequently, so you know.

When you've won the Doomtrain Card, you actually have to lose it again to the Queen of Cards. Kind of wierd, since I wouldn't think the artist who made it needs to see it AGAIN, just to get inspiration. But. that's just me.

Lose the Doomtrain Card to the Queen and send her to Dollet or Balamb again, although in this case Galbadia (Deling City) is also allowed. Win back Doomtrain from her son, and fly over to Esthar. Head to the Presidential Palace and go through the first door to find the Presidential Aide. Win the Phoenix Card from him. And that's it for this quest!

o Sending the Queen to Shumi Village

Before you move to Disc 4, send the Queen of Cards to Shumi Village and leave her here. To accomplish this, send the Queen to Galbadia (Deling City), then to FH, then to Esthar, and finally to Trabia (Shumi Village). You'll have to search around for her, so refer to the tables in section {OPT-9}.

The big reasoning behind this is that on Disc 4, the Left Diamond girl of the CC-Group is the ultimate source of rare cards. She uses Trabia rules, so if you left the Queen at Trabia on Disc 3, you can now use her to change the Left Diamond girl's trading rule at any time you want. You can do this by going to the Crash Site and playing a game with the Queen, and check what the trade rule becomes at the Left Diamond girl.

For the other CC-members it doesn't really matter, because they don't have as good odds of playing rare cards as the Left Diamond girl does.

[PERFECT GAME NOTE 21]

It is essential that you do this, because it will save you alot of time. This way you can win many cards at once on Disc 4, making your life easier.

o The Obel Lake Quest

I don't really like this quest, because the rewards aren't all that great when you're already on Disc 3, so let's quickly get it out of the way. Go to the lake near Timber, and examine the edge. Try humming several times and a creature will talk to you. Talk to it several times, and it will want you to find it's friend Mr. Monkey. Go to the Forest near Dollet and find Mr. Monkey. Throw a rock at it and sing, then return to Obel Lake. Talk several times and it'll give clues. Get all the clues, then skip rocks until you get the message: "The rock skipped many many times."

Head back to Mr. Monkey and throw rocks at him until you get a stone with a clue on it. Head to Mandy Beach now, and this time I don't mean the actual beach, but the long-stretched island northeast of timber, near the horizon. Search it for another rock with a clue.

After this, head to the Balamb beach and keep searching for a rock with a clue. When you've found it, head to the canyon on Galbadia. Look for a river, and land the Ragnarok on top of the canyon. Inspect the crack where the river connects to the canyon and beat 2x Thrustaevis to get the fourth rock. Now that you have the rocks, head back to Obel Lake and show the rocks.

Head over to Mordred Plains now, which is what the rocks say when you read from up to down, and right to left. Mordred Plains are the large plains north of Esthar. Here, in short, are several colored stones. The red rocks always lie, so do the opposite of what they say and you'll eventually find the treasure when you see the message: "The treasure's not here". Search that spot again to find a Three Stars.

Now head to Eldbeak Peninsula, which refers to the tip of an island southwest of the Trabia Continent. Here, search around for another clue. The clue is: Treasure At Minde Isle. This is an island southwest of Esthar, which you should search thoroughly to find a Luck-J Scroll.

o Fixed Elnoyle Encounter (Getting Energy Crystals)

Land the Ragnarok at Esthar. At the intersection near the Presidential Palace (which is left, up, up from where you start), head down to come at a screen with a fishy black 'man', which turns out to be a powerful Elnoyle. Whenever you beat it, exit the screen and return to respawn it. You can win Energy Crystals from Elnoyles, great items that refine in Pulse Ammo or Ultima Magic and are used in several weapons.

Before you start slaughtering them a word of warning, Elnoyles can be really powerful. A great tactic is to give 100x Death to the Status Attk of your three characters, so with every blow there is a 1/5th chance to instantly destroy it.

I suggest getting 100x Ultima on three characters, and then save a fair stock of Energy Crystals, because this fixed encounter will NOT be available on Disc 4. It's actually only available in a very short time span, which is right now.

o Island Closest to Hell/Heaven

ICTHell is the island most western of the worldmap, it looks stretched. ICTHeaven is the island most northeastern of the worldmap.

On these islands all enemies are at a fixed Level 100, and they're generally quite powerful (many Dragons, Malboro's, etc). It's a great place to level up if you have the bonus abilities equipped.

o General Best Junctions

This varies slightly for the main 5 stats depending on if you're playing offensive or defensive. Generally offensive is the better defense, but here are two good setups. All stats are generally best boosted like this:

Defensive: Offensive:

HP: Ultima Full-life
Str: Meteor Ultima
Vit: Meltdown Meltdown

Mag: Holy Meteor
Spr: Full-life Reflect

Spd: Triple
Eva: Tornado
Hit: Double
Luck: Aura

Elem-Atk: Nothing (It doesn't affect Limit Breaks, + It will often heal)

Elem-Def: Flare + Life + Shell + Protect

ST-Atk: Depends (Death, Sleep, Pain can all be good)

ST-Def: Confuse + Berserk + (Sleep/Death/Pain)

Use Sleep VS Malboros, Death VS Toramas/Omega WEAPON, and Pain if you don't already use it in your ST-Atk. If you're lucky and have Ribbon from a PocketStation then you'll only need Death on ST-Def (since Ribbon for some reason doesn't protect against that).

o Angelo Searching

See Section {INF-6}. This is EXTREMELY REWARDING, so give it a shot.

[PERFECT GAME NOTE 22]

Angelo Search is brilliant: It allows you to attempt a Perfect Game while still having a REAL LIFE! And we all know that real life can be great if you treat it great, so in short, Angelo Search is great. Let it run overnights (do it at your own risk - PC works better than Playstations - Emulators are perfect - set them

at max speed for up to 5x faster searching).

However.. have no illusions. If Angelo searches 6 times an hour, it will still take approx 48 hours to get a *specific* 1/288 chance item. Chances are you'll get some rare things anyway, but it'll still take time. If it's automated, there isn't much to lose though.

PLEASE LET ME KNOW IF YOU FIND ANY ITEMS NOT MENTIONED IN THE TABLE! THANK YOU!

Hungry Cookpots, Healing Rings, Aegis Amulets, Status Guards, Gold Armors, Moon Curtains, Jet Engines, and Hero Trials are good to find.

2x Aegis Amulet = Spd Up
1x Hungry Cookpot = 1x Shaman Stone = 1x Rosetta Stone

Fly into the Lunatic Pandora, which hovers over Tears Point. After the scene, go down the elevator and take the right door to go inside. You'll meet up with Fujin and Raijin, so let's kick their dumb asses.

```
.========. .------.
|Name: Raijin | (3rd time) | {BOSS-38} |
```

```
Level Range: 1-43
                | HP Range: 5400-22200
                                     | AP: 12 | EXP: 0
Elemental Weakness(es): Poison [x1.5].
Status Weakness(es): Darkness [40%], Sleep [50%], Slow [40%], Drain [70%],
                 Gravity, Vit0, The End.
DRAW LIST: Lvl 1-19: Thunder, Protect, Shell
         Lvl 20-29: Thunder, Thundara, Protect, Shell
         Lvl 30+: Thundara, Thundaga, Protect, Shell
                  | Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST:
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                             ~4.7% chance:
1-19|1x Power Wrist |1x Power Wrist |1x Power Wrist
                                             |1x Power Wrist
20-29|1x Power Wrist |1x Power Wrist |1x Power Wrist
                                             |1x Power Wrist
 30+|1x Power Wrist |1x Power Wrist |1x Power Wrist
                                             |1x Power Wrist
DROPS LIST:
                  |Card Drop: ---
|Lvl: |~69.5% chance:
                 |~20% chance:
                              |~5.8% chance:
                                             |~4.7% chance:
1-19|3x Str Up
                  4x Str Up
                               |5x Str Up
                                             6x Str Up
|20-29|3x Str Up
                              |5x Str Up
                                             6x Str Up
                  4x Str Up
 30+|3x Str Up
                 4x Str Up
                              5x Str Up
                                             6x Str Up
=========
|Name: Fujin | (2nd time)
                                                   {BOSS-39}
Level Range: 1-43 | HP Range: 5300-17900 | AP: 8 | EXP: 0
Elemental Weakness(es): Poison [x1.5].
Status Weakness(es): Darkness [40%], Sleep [50%], Slow [40%], Drain [70%],
                 Gravity, Vit0, The End.
 DRAW LIST: Lvl 1-19: Aero, Cure, Life
         Lvl 20-29: Aero, Cura, Life
         Lvl 30+: Aero, Curaga, Full-life, Tornado
___________
STEAL LIST:
                 |Card Mod Common: ---
                                     | Card Mod Rare: ---
~4.7% chance:
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
1-19 2x Megalixir
                 |2x Megalixir
                              2x Megalixir
                                             2x Megalixir
                 2x Megalixir
                              2x Megalixir
|20-29|2x Megalixir
                                             |2x Megalixir
 30+|2x Megalixir |2x Megalixir |2x Megalixir
                                             2x Megalixir
DROPS LIST:
                 |Card Drop: ---
|Lvl: |~69.5% chance:
                 ~20% chance:
                              |~5.8% chance:
                                             |~4.7% chance:
1-19|1x Megalixir
                 |1x Megalixir
                              |1x Megalixir
                                             |1x Megalixir
|20-29|1x Megalixir
                              1x Megalixir
                                             |1x Megalixir
                 1x Megalixir
 30+|1x Megalixir
                 |1x Megalixir
                             |1x Megalixir
                                             1x Megalixir
Strategy: Fujin can cast a whole crapload of magic. If you have decent status
----- junctions you shouldn't be bothered too much by them. Raijin can
 cast Aura on himself which doubles his Strength, and from then on he will use
 his Raijin Special, a decent attack.
 Start by putting Protect on everyone, followed by Meltdown on Fujin and
 Raijin. You can inflict more status effects, but you can also just finish
 them off with a few Limit Breaks. Don't steal from Raijin, since his drop is
```

better. You can steal from Fujin, but you could've already had 100 Megalixir.

After the fight, go to the next screen. From here, go left. Approach Biggs and Wedge, who apparantly have had enough of all the fighting. Go into the tube on the left.

All enemies you'll encounter in the Lunatic Pandora are Level 1. If you want to, you can level them up with Tonberry's LV Up ability. Go through the tube and ride the Elevator 2 down, unless you haven't gotten all items here yet, then go through the left tube, and walk into a tunnel. At the end, you'll be able to get any missing items. Either way, from the main hall ride Elevator 1 and go through the halls. At the intersection, save your game and go north for the next boss.

[PERFECT GAME NOTE 23]

Just a warning, don't let any characters die in the upcoming battle. Especially Corona is a dangerous attack, so be sure to heal everyone when it is used.

```
.==========.
|Name: Mobile Type 8 | (+ Left Probe & Right Probe) | FLYING ENEMY | {BOSS-40} |
Level Range: 1-41 | HP Range: 30300-42300 | AP: 40 | EXP: 0
Elemental Weakness(es): Thunder [x2].
Status Weakness(es): Gravity, Vit0, The End.
DRAW LIST: Lvl 1-19: Fire, Blizzard, Thunder, Flare
         Lvl 20-29: Fira, Blizzara, Thundara, Flare
            30+: Firaga, Blizzaga, Thundaga, Flare
                 |Card Mod Common: --- | Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                          |~4.7% chance:
1-19|2x Laser Cannon |2x Laser Cannon |3x Laser Cannon |4x Laser Cannon
20-29 | 1x Laser Cannon | 2x Laser Cannon | 3x Laser Cannon
                                           4x Laser Cannon
 30+|1x Laser Cannon |2x Laser Cannon |3x Laser Cannon
                                           4x Laser Cannon
DROPS LIST:
                 |Card Drop: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Laser Cannon | 2x Laser Cannon | 3x Laser Cannon
                                            4x Laser Cannon
20-29|1x Laser Cannon |2x Laser Cannon |3x Laser Cannon
                                           4x Laser Cannon
 30+|1x Laser Cannon |2x Laser Cannon |3x Laser Cannon |4x Laser Cannon
Strategy: Ahh, a boss that requires at least some kind of strategy. This one
----- isn't a pushover. It has two forms, the first form has the
 shoulders attached to the torso. During the first form, it will counter with
Twin Homing Laser if you attack the torso. The 2nd form is more dangerous
 however. The shoulders go loose, and the first attack will always be Corona.
 This always reduces everyone's HP to 1, no questions asked. Be sure to heal
 everyone immediately, because the next attack is always Medigo Flame, an
 attack that ignores Spirit and causes around 2000 damage to everyone. After
 this, it goes back into form 1.
 Be SURE to mug the shoulders (but don't bother with the torso - it'll drop
 the items) for Vit Ups and Str Ups. This may take a while, because you only
have a 1/8th chance per Mug of doing it successfully. When you've done so,
finish the boss off with a few powerful Limits by using Aura.
'-----
```

WARNING. BEFORE YOU CONTINUE, MAKE SURE YOU HAVE DONE EVERYTHING YOU WANTED TO DO ON DISC 3. IF YOU CONTINUE, YOU WILL NOT BE ABLE TO ENTER ANY TOWNS. ALL SIDEQUESTS RELATED TO TOWNS SHOULD BE DONE ALREADY. BE SURE TO HAVE DONE THE CC-GROUP QUEST. YOU CAN STILL RETURN TO THE RAGNAROK AND TALK TO SELPHIE.

[PERFECT GAME NOTE 24]

If you haven't done some sidequests but think "Meh, I don't need the reward", then think again. You may miss some Tutorial - Information entries, which would make the file less complete. Do all sidequests to ensure that you have them all.

The only places you CAN access on Disc 4 are:

- o Ultimecia's Castle (4 portals on the worldmap lead here)
- o Ragnarok
- o Deep Sea Research Center
- o Tomb of the Unknown King
- o Centra Ruins
- o Crash Site
- o All Chocobo Forests
- o Fire Cavern
- o Trabia Canyon
- o Tears' Point

This is also the last point where you can choose if you want to have Odin or Gilgamesh. If you want Odin in disc 4, you must not have him now. If you want Gilgamesh, you must have Odin now. I suggest not having Odin now, so you can (eventually) get him on Disc 4. Gilgamesh annoys with Angelo Search.

If you're sure you've done everything, proceed.

```
|Name: Seifer | (4th time)
                                         {BOSS-41}
| Level Range: 1-45 | HP Range: 3700-34500 | AP: 40 | EXP: 0
Elemental Weakness(es): Poison [x1.5].
Status Weakness(es): Vit0, The End.
DRAW LIST: Lvl 1-19: Fire, Thunder, Blizzard
       Lvl 20-29: Fira, Thundara, Blizzara
          30+: Firaga, Thundaga, Blizzaga, Aura
             | Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST:
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                    |~4.7% chance:
| 1-19|1x Hero
              1x Hero
                        |1x Holy War
                                    1x Holy War
|20-29|1x Hero
              1x Hero
                        |1x Holy War
                                    1x Holy War
             1x Hero
 30+|1x Hero
                        1x Holy War
                                    |1x Holy War
|------
DROPS LIST:
              |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
              1x Hero
                        1x Holy War
| 1-19|1x Hero
                                    |1x Holy War
|20-29|1x Hero
                        |1x Holy War
             1x Hero
                                   1x Holy War
 30+|1x Hero
              1x Hero
                        |1x Holy War
                                    1x Holy War
Strategy: Seifer always has been a pushover, and this fight is no exception.
```

```
| ----- This will be quite a memorial fight if you have Odin, and Gilgamesh | will instantly end the battle for you after some time. | If you do not have Odin, simply unleash a Limit Break or two on Seifer, that | is if you don't feel like drawing Aura. Assuming you already have Aura, this | fight is going to be over quickly no matter what. Don't bother stealing from | Seifer - he'll drop the item anyway.
```

After the fight, it's time to swap discs again! When you're in control again, be sure to give your 3rd party member the junction exchange from Rinoa if she was in your party, then head back. Go right and climb the ladder. Go all the way up and through some halls to come face to face with a powerful and fearsome sorceress: Adel.

Before that, re-check your junctions. If you have Auto-Shell it'd be very nice to equip, otherwise have a very solid Spirit junction. An Earth junction to Elemental Defense wouldn't hurt either, nor would Holy. Have good Strength and some Aura magic and you're good to go.

```
.========.
| Name: Adel | (+ Rinoa junctioned)
Level Range: 1-46 | HP Range: 6000-15000 | AP: 0 | EXP: 0
Elemental Weakness(es): Wind [x1.5].
Status Weakness(es): Vit0, The End.
|------
DRAW LIST: Lvl 1-19: Fire, Thunder, Blizzard
         Lvl 20-29: Fira, Thundara, Blizzara
             30+: Firaga, Thundaga, Blizzaga
                  Card Mod Common: ---
                                      | Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                            ~4.7% chance:
1-19|1x Samantha Soul |1x Samantha Soul |1x Samantha Soul |1x Samantha Soul
\lfloor 20	ext{-}29 
vert 1	ext{1x} Samantha Soul \lfloor 1	ext{x} Samantha Soul \lfloor 1	ext{x} Samantha Soul
  30+|1x Samantha Soul |1x Samantha Soul |1x Samantha Soul |1x Samantha Soul
DROPS LIST: ---
                 |Card Drop: ---
Strategy: A challenging fight to say the least, and not in the least place
 ----- due to Rinoa being junctioned onto Adel, and being drained every
turn. When Rinoa's HP drops to 0, it's Game Over. Immediately counter this by
 casting Regen onto Rinoa (Draw from Rinoa and cast). Also cast Regen on your
party members, followed by Shell. Because Adel has a fair amount of Vitality,
it really pays off to also cast Meltdown on her.
Mug the Samantha Soul from Adel, and, if you have the courage, 8x Megalixir
from Rinoa (not really needed). After this, use Aura and unleash several
Limit Breaks on Adel. Be sure to stay healed, because Adel can use Ultima.
Also be aware of Squall's multi-hitting finishers Fated Circle and Blasting
Zone. It's better to use Irvine's Limit Break with Demolition or AP Ammo.
```

More scenes, and it's about to get funky! When you finally get to move again, walk into the save point, and try to exit the room. You'll have to fight a series of Sorceresses, of which only the last is somewhat powerful. This last Sorceress has a max of about 32500 HP, and she will count down to Ultima. Quickly finish her off with Meltdown, and Aura + Limit Breaks.

	00=-*********	
	{22} Ultimecia's Castle CHECK	LIST
00*=-*=-*=-	*=-*=-*Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=	-*00
Treasure:	Rosetta Stone.	
GF's:	If missed: (Siren), (Leviathan), (Pandemona), (Carbuncle),	
П	(Cerberus), (Alexander), (Eden).	
O-+- +- +- +-	** ** ** ** ** ** ** ** ** ** ** ** **	+-0

After all battles you'll end up in Edea's House. Head right, then go to the beach and walk up the chain. You can either tackle the final dungeon now, or first get the Ragnarok back. I suggest doing the latter, so go through the middle portal.

You'll end up somewhere on the Centra Continent. The Ragnarok is near the Kashkabald Desert, but reaching it on foot is impossible.

Head north from the portal and go around the mountains to find a Chocobo Forest. If you've already solved it, great, if not, get yourself a Chocobo. With the Chocobo, head back to the portal, and head all the way south from here. From the beach, cross the shallow sea and go west until you reach the southern part of the continent. You're now nearby Edea's House. From here it's not very hard, since you can simply run all the way east to Kashkabald Desert. You'll have to run through the cracks of the mountains with the Chocobo, and go northeast from here to find the Ragnarok.

The Ragnarok is north from the desert. You can also find a Portal nearby. Go through to unlock a fourth, previously hidden portal to Ultimecia's Castle. This may be useful for whenever you want to go to Kashkabald Desert. Now that you have the Ragnarok, you can explore the world again. Then again, there's not that much to explore, since all towns are closed off. You can still, however, challenge all CC Members on the Ragnarok if you completed that quest.

Especially the Left Diamond girl is worth playing against, because she can use any rare card you modded, including the cards that the Queen of Cards normally only holds. Plus, the Left Diamond Girl always uses the first Rare Card that is missing from your list, and she often uses any Rare Cards she can use.

Please note that the PuPu Card is NEVER played, not even by Left Diamond girl.

Note: Even if you didn't do the CC-Group quest, you'll find Joker in the room with elevator. He offers a general shop and a junk shop.

Either way, go into the portal and head to Ultimecia's Castle. Divide into two parties and go inside.

The following commands are sealed: Item, Magic, GF, Draw, Command Ability, Limit Break, Resurrection, and Save.

Go upstairs and start the first boss fight with Sphinxaur/Sphinxara.

```
DRAW LIST: Lvl 1-19: Fire, Thunder, Blizzard, Cure
                   Lvl 20-29: Fira, Thundara, Blizzara, Cura
                   Lvl 30+: Firaga, Thundaga, Blizzaga, Curaga
                                     | Card Mod Common: --- | Card Mod Rare: ---
 STEAL LIST:
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: | 1-19|1x Elixir | 1x Elixir | 1x Elixir | 1x Elixir | 1x Elixir
|20-29|1x Elixir
                                   1x Elixir
                                                             |1x Elixir
                                                                                           |1x Elixir
  30+|1x Elixir
                                   |1x Elixir |1x Elixir
                                                                                            |1x Elixir
|-----
DROPS LIST: --- | Card Drop: ---
|Name: Sphinxara |
| Level Range: 1-50 | HP Range: 10000 | AP: 30 | EXP: 0
| Elemental Weakness(es): Holy [x2].
Status Weakness(es): Slow [70%], Gravity, Vit0, The End.
|-----|
DRAW LIST: Lvl 1-19: Fire, Thunder, Blizzard, Cure
                   Lvl 20-29: Fira, Thundara, Blizzara, Cura
                   Lvl 30+: Firaga, Thundaga, Blizzaga, Curaga
|-----|
STEAL LIST: --- | Card Mod Common: --- | Card Mod Rare: ---
|------|
DROPS LIST:
                                   |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: | 1-19|1x Megalixir | 1x Megal
  30+|1x Megalixir
                                   |1x Megalixir
                                                             |1x Megalixir
                                                                                           |1x Megalixir
Strategy: This is an extremely straightforward fight, because you can only
----- attack. So, um, yeah. Attack.
| You could've junctioned Holy to elemental attack to deal more damage, but it
isn't nessecary. Sphinxara can summon a Jelleye, Forbidden and Tri-Face, but
you can kill those off quite easily as well.
[PERFECT GAME NOTE 25]
```

Unlock Magic. You'll want to be able to cast Protect in the next battle, or you might end up having one character killed. We don't want that.

I suggest you unlock Draw, which allows you to get any GF's you have missed. You *can* technically go to draw Eden now from a certain boss, but I suggest doing a different order. Also, if you already have the GF Siren, unlock Magic first.

Go through the door that is behind the boss you just slaughtered. Continue and the chandelier will drop. Now inspect the hatch on the ground and go through. CHECK YOUR JUNCTIONS! Be sure to have all three members with an Elemental Def Junction - Thundaga. The upcoming boss has a powerful Lightning attack, so do it. Go down the stairs and face Tri-Point.

```
.======== DRAW THE GF SIREN!! (if missed) .-----
|Name: Tri-Point |
                                            | FLYING ENEMY | {BOSS-45} |
```

```
| Elemental Weakness(es): Fire [x4], Ice [x4].
| Status Weakness(es): Vit0, The End.
______
DRAW LIST: Lvl 1-19: Haste, Tornado, Blind, Siren
        Lvl 20-29: Haste, Tornado, Blind, Siren
           30+: Haste, Tornado, Blind, Siren
|-----
STEAL LIST: --- | Card Mod Common: --- | Card Mod Rare: ---
DROPS LIST:
               |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                      |~4.7% chance:
1-19|1x Rocket Engine |1x Rocket Engine|1x Rocket Engine |1x Rocket Engine
|20-29|1x Rocket Engine |1x Rocket Engine |1x Rocket Engine |1x Rocket Engine
 30+|1x Rocket Engine |1x Rocket Engine|1x Rocket Engine |1x Rocket Engine
Strategy: This is one of those rare fights where the boss' weakness is
----- revealed. This boss always counterattacks with Mega Spark, a very
powerful, defense ignoring lightning attack against all party members. Then
again, you should've already junctioned Thundaga to Elem-Def, so it'll heal
you all the way! Nice. Simply bash the boss. When it uses Scan, immediately
use Protect on that party member, because it's next attack will be Onrush, a
| very powerful, critical attack.
If you didn't had Siren before, then shame on you, but you can draw it now.
```

Unlock Magic or Draw, whichever you hadn't unlocked yet. Go back upstairs and head left. Go down the hall, and right to enter the Main Hall again. Go upstairs and head right. In this screen, walk downstairs and through the door. You'll now be at the Art Gallery.

Check out all pictures here, and notice that the clock has it's arrows pointing to VIII, VI, and IIII (odd 4, huh?). Well, the reasoning is that you must look for the pictures that have those letters in them. Check the large picture on the left and enter VIVIDARIUM, INTERVIGILIUM, VIATOR (In the Garden Sleeps a Messenger). Now Trauma will appear behind you.

```
.======= DRAW THE GF LEVIATHAN!! (if missed) .-----
                              | FLYING ENEMY | {BOSS-46} |
|Name: Trauma | (+ Droma's)
Level Range: 1-56 | HP Range: 5555-34114 | AP: 30 | EXP: 0
Elemental Weakness(es): Wind [x2].
Status Weakness(es): Slow [90%], Vit0, The End.
DRAW LIST: Lvl 1-19: Meltdown, Leviathan
       Lvl 20-29: Meltdown, Leviathan
          30+: Meltdown, Leviathan
| Card Mod Common: --- | Card Mod Rare: ---
|------|
DROPS LIST:
              |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|1x Elem Atk | 1x Elem Atk | 1x Elem Atk | 20-29|1x Elem Atk | 1x Elem Atk
                                   1x Elem Atk
                                   |1x Elem Atk
```

```
| 30+|1x Elem Atk | 1x Elem At
```

Unlock the Limit Breaks. From the Art Gallery, head north, and again north to go down the stairs. Here, take the upper left exit and grab the key in the prison to fight the next boss.

```
DRAW THE GF PANDEMONA!! (if missed)
|Name: Red Giant |
| Level Range: 1-52 | HP Range: 30000 | AP: 30 | EXP: 0
Elemental Weakness(es): Wind [x2].
Status Weakness(es): Darkness [80%], Slow [30%], Vit0, The End.
|-----
DRAW LIST: Lvl 1-19: Demi, Pandemona
        Lvl 20-29: Demi, Pandemona
        Lvl 30+: Demi, Pandemona
STEAL LIST: --- | Card Mod Common: --- | Card Mod Rare: ---
|------|
DROPS LIST:
               |Card Drop: ---
|Lv1: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Diamond Armor |1x Diamond Armor |1x Diamond Armor |1x Diamond Armor
20-29|1x Diamond Armor |1x Diamond Armor |1x Diamond Armor |1x Diamond Armor
 30+|1x Diamond Armor |1x Diamond Armor |1x Diamond Armor |1x Diamond Armor
Strategy: This fight is easier than it seems. Immediately start the fight by
------ casting Meltdown on the giant which has perfect defenses otherwise.
| Now you can follow up by casting Blind on Red Giant, making it miss often.
Demi works wonders, which you can even draw and cast on it, or you can simply
pound it with physical attacks now that you've dropped it's defenses. Don't
| forget about Pandemona, if you hadn't already gotten it from Fujin.
'<u>-----</u>
```

Unlock Item. Now head back to the Main Hall again. Step in the green circle and switch to the secondary party. With this party, walk to the left, through the hall, and end up in the chandelier room. Step in the green circle on the right, and lower the lever. Now switch back to your primary party, and head upstairs, though the doors, and over the chandelier to the balcony. Krysta resides here.

```
|Card Mod Common: ---
                                    | Card Mod Rare: ---
|-----|
                 |Card Drop: ---
DROPS LIST:
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                            |~4.7% chance:
1-19|1x Elem Guard | 1x Elem Guard | 1x Elem Guard
                                            |1x Elem Guard
|20-29|1x Elem Guard
                |1x Elem Guard
                             |1x Elem Guard
                                           1x Elem Guard
 30+|1x Elem Guard
                | 1x Elem Guard | 1x Elem Guard
                                           |1x Elem Guard
Strategy: Krysta has ridiculous high Vitality, so cast Meltdown on it. It's
 ----- also got a nasty counterattack which you should protect yourself
from with, well, Protect. Shell doesn't hurt either, because Krysta uses
Ultima as a Final Attack. It has very low HP though, so Aura and one or two
Limit Breaks will crack this nut, err, crystal. Draw Carbuncle if you hadn't.
```

Unlock Command Ability. Go to where your secondary party is (lower chandelier room), and go through the upper doors. At the fountain square, go north through the doors. In the Chapel, go upstairs. Here, hold Triangle and walk over the bridge and grab the Armory Key. Note: Even if it drops down, no worries.

Now backtrack to the Main Hall. Head right again and go back to one screen before you fought the Red Giant - the Flood Gate. The door on the right can be unlocked with the Armory Key. If it dropped down, the Armory Key will be right under your nose, it's on the right and has gone with the flow. Grab it and unlock the door. Inside, face a Vysage called Gargantua.

```
DRAW THE GF CERBERUS!! (if missed)
|Name: Gargantua |
                                                    {BOSS-49}
Level Range: 1-54 | HP Range: 10100-15400 | AP: 30 | EXP: 0
| Elemental Weakness(es): ---
Status Weakness(es): Death [20%], Zombie [50%], Vit0, The End.
DRAW LIST: Lvl 1-19: Bio, Quake, Reflect, Cerberus
         Lvl 20-29: Bio, Quake, Reflect, Cerberus
             30+: Bio, Quake, Reflect, Cerberus
STEAL LIST: ---
                 | Card Mod Common: --- | Card Mod Rare: ---
DROPS LIST:
                  |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Magic Armlet |1x Magic Armlet |1x Magic Armlet
                                              1x Magic Armlet
20-29|1x Magic Armlet |1x Magic Armlet |1x Magic Armlet |1x Magic Armlet
 30+|1x Magic Armlet |1x Magic Armlet |1x Magic Armlet |1x Magic Armlet
Strategy: The fight starts like a regular fight against a Vysage, Lefty and
----- Righty. Kill them off and Gargantua pops out.
Like many bosses that reside in Ultimecia's Castle, Gargantua has quite an
extraordinary powerful counterattack called Counter Twist. Think before you
attack. Cast Meltdown on it with someone. Now use Aura on Squall and use
Renzokuken to finish him quickly. Wait, what? The boss is also weak to
Zombie? If you can inflict Zombie, a simple Elixir will kill it too.
If you didn't get Cerberus, you can draw him now.
```

lower chandelier room. Go through the door north. Here, check the left side of the fountain to find the Treasure Vault Key.

With this key, head back to the Main Hall, go upstairs, and exit west. Go down the stairs. In the next hall, there is a door on the left (kinda hard to see) which you can open with the key. Inside, there's a small puzzle.

Simply follow these steps. From left to right: Open 2nd, Close 3rd, Open 1st, Open 4th.

Now a large Behemoth appears, Catoblepas.

```
DRAW THE GF ALEXANDER!! (if missed)
                                         {BOSS-50}
|Name: Catoblepas |
| Level Range: 1-57 | HP Range: 10500-38500 | AP: 30 | EXP: 0
| Elemental Weakness(es): Earth [x2], Water [x2].
Status Weakness(es): Darkness [60%], Slow [20%], Vit0, The End.
______
DRAW LIST: Lvl 1-19: Meteor, Alexander
       Lvl 20-29: Meteor, Alexander
       Lvl
          30+: Meteor, Alexander
______
STEAL LIST: ---
              |Card Mod Common: --- | Card Mod Rare: ---
|------|
DROPS LIST:
              |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                    |~4.7% chance:
1-19|1x Status Atk
              |1x Status Atk |1x Status Atk
                                     |1x Status Atk
              1x Status Atk 1x Status Atk
20-29|1x Status Atk
                                     | 1x Status Atk
 |1x Status Atk
Strategy: Meltdown and Blind on Catoblepas, then Aura + Limit Breaks.
------ It will use Meteor as Final Attack, so you may want to also have
Shell on your party members, or at least quite some HP. Draw Alexander if you
missed it earlier in the game.
```

[OPTIONAL]

Unlock whatever you want. Go south, and switch party. Now get your secondary party (which consist out of all the girls for now) and move them to the north of the hall where you fought Catoblepas, there are elevators here. Put the girls on the left elevator and switch parties again. With the guys, head back to the Main Hall, go right, go through the Art Gallery, and in the next screen go upstairs and left. Walk all the way to the left and you'll end up in the elevator screen. Stand on the elevator and the girls will go up. Grab the Floodgate Key in the screen on the left, then switch back to your primary party. By the way, these combinations also work:

Left side:	Right side:					
	=========					
Quistis, Selphie, Irvine	Squall, Zell, Rinoa					
Quistis, Selphie, Zell	Squall, Irvine, Rinoa					
Selphie, Quistis, Rinoa	Squall, Zell, Irvine					
	''					

With the Floodgate Key in your posession, head back to the Flood Gate, you know,

nearby where you fought Red Giant and Gargantua. It's north of the Art Gallery, in the right part of the Castle. When you're here, check the lever next to the doorway that leads to the prison where you fought Red Giant. Unlock the lever and flip it to drain all the water.

Now go back to the Main Hall, and from here go to the lower chandelier room. Go through the doors and head to the chapel. There is an organ here. Press ALL THE BUTTONS AT ONCE (might take some practice), and hold it for a few seconds. Now go back to the fountain area and go northeast. The spikes should all be down, if one or more aren't then you missed a few buttons, so go and try again. In the waterways, go right to find a box with a rare Rosetta Stone. If you exit south from here, you'll unlock the prison door, creating an effective shortcut.

Now go upstairs from the chapel and cross the bridge. Go through the door. Climb the clocktower's stairs until you can jump over to the other side by the use of a bell (jump from the left to the right side). Here is a balcony where Tiamat resides, the last of Ultimecia's servants.

Check your junctions. You'll want to have Thundaga, Blizzaga and Firaga on each of your characters Elemental Defense junctions. You can also use Ultima if you don't have 3 slots for each character. With this in place, and the DRAW COMMAND on at least one character, proceed into battle.

```
.======== DRAW THE GF EDEN!!! (if missed)
|Name: Tiamat
                                  | FLYING ENEMY | {BOSS-51}
| Level Range: 1-58 | HP Range: 21200-89600 | AP: 30 | EXP: 0
| Elemental Weakness(es): ---
Status Weakness(es): Slow [20%], Vit0, The End.
DRAW LIST: Lvl 1-19: Flare, Eden
        Lvl 20-29: Flare, Eden
        Lvl 30+: Flare, Eden
STEAL LIST: ---
               | Card Mod Common: --- | Card Mod Rare: ---
DROPS LIST:
               |Card Drop: ---
|~20% chance: |~5.8% chance: |~4.7% chance:
|Lvl: |~69.5% chance:
1-19|1x Status Guard |1x Status Guard |1x Status Guard
                                        |1x Status Guard
20-29|1x Status Guard |1x Status Guard |1x Status Guard
                                        |1x Status Guard
 30+|1x Status Guard |1x Status Guard |1x Status Guard |1x Status Guard
Strategy: If you don't have Eden yet, DRAW IT NOW.
----- Tiamat only has one attack: Dark Flare. It will continually count
down to use this very powerful attack. However, it's elemental and your
junctions will protect you fully, negating (perhaps absorbing) any damage.
Cast Meltdown on Tiamat to inflict more damage and pound away. Perhaps draw
some Flares if you have the need, since it's a great junction spell.
```

With all of Ultimecia's servants killed, the seals are completely broken now. If you continue all the way to the top of the clock tower, you can go over the clock arrows. At the end of the walkway lies the end of your journey. Ultimecia awaits in her chamber. Before you do anything, save your game, because there is one final task you can undertake...

Omega Weapon. The most powerful enemy in FF8. Rewards: Almost nothing. You can beat this creature to satisfy yourself.. It's a challenge, but it's certainly not impossible. Are you up for the challenge? Read on.

First of all, you'll want to prepare yourself. Junction your characters well, so they have at least 255 Strength and 200 Vitality. You can do with less, but that will certainly do. Also equip the following abilities:

Command Abilities: Character Abilities:

Squall: Zell: Irvine: o Auto-Haste
----- o Auto-Protect
Defend GF Defend o Auto-Shell

Magic Revive Magic o HP+80% (or Str+60% or Vit+60%)

Item Item Item

- Elem Def-J doesn't matter, Omega Weapon doesn't use Elemental Attacks.
- 100x Death to ST Def-J on all characters.
- Other ST Def-J don't matter, because Omega doesn't inflict other statuses.
- Junction Triple to Speed and Tornado to Eva-J. This will give you a decent evasion stat which will cause Omega's Physical attacks to sometimes miss.

Make SURE your HP is at 9999. If it's not, then HP+80% will take care of this. Defend comes from either Cactuar or Cerberus. Auto-Haste can be learnt to a GF by the use of an Accelerator, and you can get an easy 3 of those by modding the Kiros Card. Auto-Protect can be learnt by using a Steel Curtain, and you can mod 20x Adamantine into one. Get Adamantines by modding the Minotaur into 10 over and over (well, just 4 times actually). Bahamut already has Auto-Protect. And Auto-Shell is easier. Just mod the Alexander Card into 3x Glow Curtain.

Make sure you have a bunch of Megalixirs in the front of your battle inventory, and if you're cheap, a bunch of Holy War items. You don't need the latter, and it's rather cheap. Also have 100x Fast Ammo, 50+ AP Ammo, and 50+ Pulse Ammo.

When you have the above setup, save your game. Time to kick some Omega butt!

Note: I NEVER save after beating Omega Weapon, because I like to toy around with him when I'm *Ultra Powerful*. But that's just me.;)

Have the guys main party stand at the Party Switch Point at the fountain. Switch to the girls party. From the Main Hall, head upstairs and go right. In this room there'ss a rope. Pull this rope and quickly move to the Party Switch Point. With the guys party, head north into the chapel and face Omega Weapon. You have 60 seconds to pull this off - which is plenty of time.

Note: In the Playstation version, Omega Weapon is ALWAYS Level 100. In the PC Version, he can be any Level.

===========				· · · · · · · · · · · · · · · · · · ·				
STEAL LIST: ===========	Card Mod Common: =========	'						
DROPS LIST: -===0=======	 Card Drop:							
	~20% chance:			~4.7% chance:				
1-19 1x Three Stars	1x Three Stars	1x Three S	Stars	1x Three Stars				
20-29 1x Three Stars	1x Three Stars	1x Three S	Stars	1x Three Stars				
30+ 1x Three Stars	1x Three Stars	1x Three S	Stars	1x Three Stars				
=====0================================)========()=======	=======)=======				
Strategy: Omega Weapon attacks with a fixed pattern, with a Physical Attack mixed in sometimes. The first attack Omega Weapon uses will be Lv5 Death, and that won't be used anymore afterwards. The pattern then is:								
 Omega us 	ses:	After tha	at you use	e: 				
o Meteo	r	o Megaliz	kir					
o Medigo	o Flame	o Limit E	Break x3					
o Gravi	ja	o Megaliz	kir + Defe	end x2				
o Terra	Break	o Limit E	Break x2 -	+ (Mega)Elixir				
o Ultima	a	o Limit Break x3						
o Light	Pillar	o Revive						
REPI	EAT	REPEAT						
 Omega Weapon opens with Cerberus on yourself, a 								
Meteor will hurt you, but as long as you have a somewhat decent Spirit stat and/or Auto-Shell, it won't kill anyone. You will have to follow up with a Megalixir anyway, because Medigo Flame deals a fixed 9998 damage to everyone. Now you can use Limit Breaks because Gravija deals 75% off your current HP, but since your HP is 1, it deals 0 damage. Then you'll have to Defend, which will at least block Terra Break for 2 characters. The third might live if you get lucky, so heal him up. High Vitality and Auto-Protect help a great deal against the Physical Terra Break. Then it's Limit Break time again. Light Pillar always deals 9999 damage to someone, so Revive that character. Then the whole pattern repeats itself. You can also cast Aura on your characters, but it won't last very long with Auto-Haste, and you'll often have low HP anyway. Only use it if you have some space to breathe.								
Every now and then Omega will use a Physical Attack. If you dodge it, great, then it's a free turn for you. If it hurts you, not so great, and try to heal if Medigo Flame is coming up. If the attack kills the character (unlikely), quickly Revive that character or use a Phoenix Down.								

You'll get the Three Stars item - crap - and the 'Proof of Omega', which is nothing more than a shiny entry under the Tutorial. But hey, it's your proof!

[END OF OPTIONAL]

It's time beat Ultimecia. Prepare yourself well - the junction setup VS Omega works wonders, but also junction the other three members with at least one GF and a halfway decent setup. You don't have to, but it can still help. At least give your lesser characters the item command, which can make them effective healers (or users of battle items). A very lengthy series of battles will start.

```
Level Range: 1-65
Elemental Weakness(es): Poison [x1.5].
Status Weakness(es): Gravity, Vit0, The End.
 DRAW LIST: Lvl 1-19: Haste, Slow, Reflect, Demi
         Lvl 20-29: Haste, Slow, Reflect, Demi
             30+: Haste, Slow, Reflect, Demi
Strategy: The first fight isn't too hard. Maelstrom deals 62.5% damage off
 ----- your current HP and can inflict Curse (but Pain on ST Def-J will
take care of this). If she uses Meltdown, use Esuna or Remedy+ to remove that
horrible status. Finish her off with a couple of Limit Breaks.
'<u>-----</u>
Note: Quickly heal any KO'd character, or they will get 'absorbed in time', and
    they can't be revived anymore. Especially heal your better characters!
    This counts for the entire battle series: Keep your characters alive!
.=========.
Name: Griever
                                       | FLYING ENEMY | {BOSS-54} |
Level Range: 1-65 | HP Range: 16750-115950 | AP: 0 | EXP: 0
Elemental Weakness(es): Wind [x2], Holy [x2.5].
Status Weakness(es): Vit0, The End.
DRAW LIST: Lvl 1-19: Bio, Quake, Tornado
         Lvl 20-29: Bio, Quake, Tornado
             30+: Bio, Quake, Tornado
 Strategy: Griever has quite some HP. Cast Meltdown first, and pummel away
 ----- with Limit Breaks, perhaps some Holy magic/Holy Stones if you have
any lesser characters fighting. Griever can blow away stocks of magics, and
 if you have them used as junction, that junction will be lost. Be sure to
 quickly defeat Griever due to this. Aura + Limit Breaks always works wonders.
He will use Shockwave Pulsar as final attack (unless he already used it once)
 which will deal quite some damage. Heal up in the next battle.
' ------
| FLYING ENEMY | {BOSS-55}
|Name: Ultimecia/Griever | + 2x Helix
Level Range: 1-65 | HP Range: 13050-176250 | AP: 0 | EXP: 0
| Elemental Weakness(es): Lightning [x2], Water [x2].
Status Weakness(es): Vit0, The End.
|-----
 DRAW LIST: Lvl 1-19: Firaga, Thundaga, Blizzaga
         Lvl 20-29: Firaga, Thundaga, Blizzaga
         Lvl 30+: Firaga, Thundaga, Blizzaga
 Strategy: This form also has a lot of HP. With the Helixes, she can use the
 ----- attack Great Attractor which ignores vitality. Protect still helps
 though. Again, cast Meltdown and use Aura + Limit Breaks to your advantage.
 When you've gotten her down to 35% or less of her Max HP, the lower body will
 fall off and the Helixes will also be removed. She can no longer use her
 Great Attractor attack anymore, but will instead start using Tornado and
 Quake instead. Keep the damage coming.
```

```
|Name: Ultimecia | Final Form
                                        FLYING ENEMY | {BOSS-56}
Level Range: 1-65 | HP Range: 13050-176250
                                     Elemental Weakness(es): ---
Status Weakness(es): Vit0, The End.
DRAW LIST: Lvl 1-19: Flare, Holy
         Lvl 20-29: Flare, Holy
             30+: Flare, Holy
         Lvl
Strategy: Oh geez.. another form! She will use alot of powerful magic, but
 ----- the only thing to be careful of is the Hell's Judgement attack,
which reduces everyone's HP to 1. Have 2 characters use Limit Breaks, and one
heal everyone with a Megalixir.
 When she loses about 70% of her HP, the lower part will be exposed. From this
 moment onward she can draw Apocalypse from the lower part, but so can you. I
 suggest beating the crap out of the lower part though (unless you want to
cast the magic yourself, just for kicks). With the lower part out of the way,
Apocalypse will be out of the way. Keep the damage coming. When she starts
talking, she'll have lost her HP. Simply attack her after each dialog to keep
triggering more dialog.
|Name: Ultimecia | Lower Part
                                       | FLYING ENEMY | {BOSS-57}
Level Range: 1-65 | HP Range: 2300-21500 | AP: 0 | EXP: 0
Elemental Weakness(es): _---
Status Weakness(es): Vit0, The End.
DRAW LIST: Lvl 1-19: Apocalypse
         Lvl 20-29: Apocalypse
         Lvl 30+: Apocalypse
Strategy: This is the lower part, which is (ugly and) exposed after tearing
 ----- off 70% of Ultimecia's Max HP. It has Apocalypse to draw. Quickly
destroy it to remove this threat.
```

Congratulations. You've hopefully defeated Ultimecia, and you just beat one hell of a game! Enjoy the final scenes - they're beautiful.

Please take a minute to read this. You can greatly support me, maybe for free.

I hope you'll like this Guide. It takes a lot of time to write Guides, (about 300+ hours for a full guide, which is 7.5 weeks full-time work..), and to maintain living it's necessary for a poor student to also work. I have given you the wealth of information in this Guide, so maybe you can donate a small amount of money. It'd *really* help me. This is experimental right now. The more support I receive, the faster I can work on new Game Guides, or improve older works to become even better!

- o You support me, but *also* fellow online gamers looking for information.
- o If this doesn't work out, so be it. If it does, bless you, my readers. :)
- o Supporting can be done by two means:
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If you can't donate (through PayPal, or at all), then maybe:

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```
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o If something is bought through that search machine, a small referrer fee (4%) will be given to me, so if you were going to buy something anyway, remember you can support me. This does *not* cost you anything extra, by the way.

To any and every supporter, thank you.

```
Character Data:
                                  Base Battle Stats:
Age: 17 | Level | Exp | HP | Str | Vit | Mag | Spr | Spd | Luck | Weapon: Gunblade | ==== | === | === | === | === | === | Height: 173cm (5'8") | 7 | 6500 | 486 | 6 | 6 | 6 | 5 | 21 | 16 |
Birthdate:
              August 23 | | 10 | 9000 | 616 | 8 | 8 | 8 | 7 | 22 | 16 |

AB | 20 | 19000 | 1044 | 15 | 14 | 15 | 13 | 24 | 16 |
Blood Type:
40 | 39000 | 1877 | 27 | 24 | 27 | 22 | 27 | 18
                                  50 |49000|2281| 32| 28| 31| 26| 29| 19 |
                            | 60 |59000|2678| 36| 32| 35| 29| 30| 19
Squall's Gunblades:
oquari s Gunblades:
                                    70 |69000|3067| 40| 35| 39| 32| 32| 20 |
Squall cannot get critical | 80 | 79000 | 3449 | 43 | 37 | 42 | 33 | 34 | 21
hits like the other characters. | 90 |89000|3822| 46| 39| 44| 35| 35| 21
However, his 255% accuracy | 100 | 99000 | 4187 | 47 | 41 | 45 | 36 | 37 | 22
ensures you that he never
```

misses, and you can use the Gunblade Trigger to do 50% extra damage by pressing R1 at the right time. The right time is in this case just before the blade hits the enemy. You should hear the swipe from the sword, *then* trigger.

Squall's Limit Break: Renzokuken

This is a frenzy of Gunblade swings which Squall unleashes against a single opponent. The hits vary from 4 to 8 depending on the Crisis Level, and you can set the function to Automatic in Squall's Status Screen if you suck at triggering. However, the computer can mess up too. The bar looks like the one below. When the ..<.. hits the section with R1 in it, press the trigger with R1 and you'll get a 50% extra damage on that hit. This is the *only* effect of the

trigger.

If you have only Rough Divide: 100% Rough Divide	Rough Divide and Fated Circle: 25% Rough Divide 75% Fated Circle
If you have ALL EXCEPT Lionheart:	If you have ALL Limit Breaks:
25% Rough Divide	25% Rough Divide
25% Fated Circle	25% Fated Circle
50% Blasting Zone	25% Blasting Zone
	25% Lion Heart

Above chances are fixed when a finishing blow happens and CANNOT be changed. The only way to indirectly increase the chance of Lion Heart being performed, if that's all you're interested in, is to put Squall at 10% or less health of his Max HP, and under the Aura status. This increase the chance of a finishing blow happening *at all*, and thus indirectly increases the Lion Heart chance.

Weapon Name: Possible Finishing Moves:

Revolver: Rough Divide

Shear Trigger: Rough Divide, Fated Circle Cutting Trigger: Rough Divide, Fated Circle

Flame Saber: Rough Divide, Fated Circle, Blasting Zone Twin Lance: Rough Divide, Fated Circle, Blasting Zone Punishment: Rough Divide, Fated Circle, Blasting Zone

Lion Heart: Rough Divide, Fated Circle, Blasting Zone, Lion Heart

Below is a chart with the power, # hits, and if it's an 'All Opponents' attack.

Name:	Attack Power:	# Hits:	# Targets:
=======================================	=========	======	======
Renzokuken	22	4 - 8	1
Rough Divide	48	1	1
Fated Circle	38	1	All
Blasting Zone	44	1	All
Lion Heart	100	17	1 1
1	'	·	·

Weapon:	Blaster Edge	=====	=====	====	===	===	===	===	===	====	
Height:	160cm (5'3")	11	10000	653	11	5	15	9	22	17	
Birthdate:	March 3	20	19000	1038	19	10	22	14	24	17	
Blood Type:	???	30	29000	1458	27	14	29	19	25	18	
Limit Break:	Combine	40	39000	1871	35	18	35	24	27	19	
		50	49000	2275	42	21	41	28	28	19	
		60	59000	2672	48	24	46	31	30	20	
Rinoa's Blaste	r Edge's:	70	69000	3061	54	26	51	34	32	20	
		80	79000	3443	59	28	55	34	32	21	
These are long	-range weapons,	90	89000	3816	64	30	59	38	35	22	
and critical h	its do 100%	100	99000	4181	67	31	63	39	36	22	
additional dam	age, for a total										
of 2x damage.	This is based on	luck.									

Rinoa's Limit Break: Combine: Angelo

Angelo is Rinoa's Pet Dog. He knows and can learn tricks that can aid you in battle. There are various tricks, four that are used automatically, and four that will be used when the Limit Break is active:

Name:	Attack Power:	When is it used/What are the uses:
 Angelo Rush	Strength x1.5	 Random counterattack when Rinoa is attacked
 Angelo Recover	62.5% of Max HP	 Works automatically and randomly
 Angelo Reverse 		Works automatically if one or more party members are dead, and works randomly
 Angelo Search 		 Works automatically, Searches for items on the battlefield, Can be VERY REWARDING
 Angelo Cannon	=====================================	============ When used, deals damage to 1 enemy
 Angelo Strike	120	 When used, deals damage to 1 enemy
 Invincible Moon 	 72 	 Gives the Invincibility status to all party members when used
 Wishing Star	130	 When used, delivers 8 hits to all enemies

WARNING: Learning the Angelo Recover and Angelo Reverse Limit Breaks will reduce the chances of Angelo Search happening. Angelo Search can be extremely rewarding.

Angelo learns new tricks from Pet Pals magazines. Select the trick in the menu that you want to learn. When you walk around, the trick will slowly be learned. Below is a list of which magazine learns which trick, and how many steps the new trick requires to be learnt:

```
Pet Pals Vol. 1: Angelo Strike (800 steps)
Pet Pals Vol. 2: Angelo Recover (200 steps)
Pet Pals Vol. 3: Invincible Moon (920 steps)
Pet Pals Vol. 4: Angelo Reverse (260 steps)
Pet Pals Vol. 5: Angelo Search (400 steps)
Pet Pals Vol. 6: Wishing Star (1060 steps)
```

Which Limit Break Rinoa uses, depends on her Crisis Level, as seen below:

Crisis Level 1: Angelo Cannon Crisis Level 2: Angelo Strike Crisis Level 3: Invincible Moon Crisis Level 4: Wishing Star

If an ability is not yet learned, it goes to the next highest ability on the list. This means you can semi-control Rinoa's Limit Break. If you like Invincible Moon, consider *not learning* Wishing Star, and have Rinoa at the maximum Crisis Level to guarantee Invincible Moon.

Rinoa's Limit Break: Angel Wing

If you use this, it will put Rinoa in a trance-like state in which she remains the rest of the battle, even when KO'd and revived. In this state, she will cast spells at the enemies. These magic spells are chosen randomly from your magic stock, but do NOT reduce your magic stock. Angel Wing is available after events on the late Disc 3.

The following are characteristics of the Angel Wing Limit Break:

- o Rinoa can no longer be controlled until death or the end of the battle.
- o Only magic in her stock can be cast, but the stock is not reduced. If she only has Meteor in her stock, she'll only cast that spell (known as 'Meteor Wing').
- o Rinoa will be immune to Berserk, Silence and Confuse.
- o Magic cast will be 5x stronger than usual.

Character Data:		Base I	Battle 	Stat	g: 						
Age:	18	Level	Exp	HP	Str	Vit	Mag	Spr	Spd	Luck	
Weapon:	Chain Whip	=====	=====	====	===	===	===	===	===	====	
Height:	167cm (5'6")	8	7000	501	7	5	6	6	20	15	
Birthdate:	October 4	10	9000	582	8	6	8	8	21	15	
Blood Type:	Α	20	19000	980	15	11	14	13	22	15	
Limit Break:	Blue Magic	30	29000	1370	21	16	20	18	24	16	
		40	39000	1753	26	20	25	22	25	17	
		50	49000	2127	31	23	29	26	27	18	
Quistis' Chain	Whips:	60	59000	2494	36	26	33	29	28	18	
		70	69000	2853	39	28	36	31	30	19	
Her weapons can inflict normal		80	79000	3205	42	29	39	33	31	20	
critical hits that inflict 100%		90	89000	3548	45	30	41	34	33	20	
additional damage for 2x the		100	99000	3883	46	30	42	34	34	21	
total damage.											

Quistis' Limit Break: Blue Magic

Quistis can learn several enemy moves if you use certain items on her to learn those skills. There are a variety of skills, which are listed below:

|Skill Name: |Learn from: |Get from:

========	=========	=======================================
 Laser Eye 	' 	
Ultra Waves	 Spider Web 	 1. Mug/Win from Caterchipillars 2. Card Mod Caterchipillar Card [1:1]
Electrocute 	 Coral Fragment 	 1. Mug from Creeps 2. Win from Cockatrice, Creeps, Blitz 3. Card Mod Creeps Card [1:1]
 LV? Death 	 Curse Spike 	1. Mug from Tri-Face 2. Win from Malboro, Forbidden, Imp, Creeps, Grand Mantis, Tri-Face 3. Card Mod Tri-Face Card [1:1]
Degenerator	 Black Hole 	1. Mug from Gesper 2. Win from Gesper, Wendigo 3. Card Mod Gesper Card [1:1], Diablos Card [1:100]
 Aqua Breath 	 Water Crystal 	1. Mug from Fastitocalon 2. Win from Fastitocalon-F, Chimera, Grand Mantis 3. Card Mod Fastitocalon-F Card [5:1], Fastitocalon [1:1]
 Micro Missile 	 Missile 	 1. Mug from GIM52A, Death Claw 2. Win from GIM52A
 Acid 	 Mystery Fluid 	 1. Mug from Gayla 2. Win from Gayla 3. Card Mod Gayla Card [1:1]
Gatling Gun 	 Running Fire 	1. Mug from SAM08G 2. Win from Iron Giant, BGH25IF2, SAM08G 3. Card Mod SAM08G Card [1:1]
 Fire Breath 	 Inferno Fang 	1. Mug from Ruby Dragon 2. Win from Hexadragon, Ruby Dragon 3. Card Mod Ruby Dragon Card [10:1]
Bad Breath	 Malboro Tentacle 	1. Mug from Malboro 2. Win from Malboro 3. Card Mod Malboro Card [4:1]
 White Wind 	 Whisper 	 1. Mug from Adamantoise 2. Win from Adamantoise
 Homing Laser 	 Laser Cannon 	1. Mug from Elastoid, Mobile Type 8 2. Win from Belhelmel, Elastoid, Mobile Type 8
 Mighty Guard 	 Barrier 	1. Mug from Behemoth 2. Win from Behemoth 3. Card Mod Malboro Card [10:1]
Ray-Bomb	 Power Generator 	 1. Mug (Very Rare) from Blitz
Shockwave Pulsar	 Dark Matter 	 1. Refine Curse Spike into Dark Matter [100:1]

The chart with Attack Information, Attack Power, etc:

Note: The Attack Power of attacks that have it, depends on Quistis' Crisis Lvl.

The numbers are listed in the order of Crisis Lvl 1 - 2 - 3 - 4.

Skill Name: =======	Attack Power: 	Amount Targets & Other Info: ==========================			
 Laser Eye 	 40 - 48 - 58 - 64 	 1 Target			
 Ultra Waves 	 27 - 33 - 40 - 48 	 All Targets			
 Electrocute 	 30 - 36 - 44 - 50 	 All Targets, Lightning Elemental			
 LV? Death 	Cast Death Crisis Lv 1: LV4 Death Crisis Lv 2: LV3 Death Crisis Lv 3: LV2 Death Crisis Lv 4: LV1 Death	 All Targets, Misses if Lvl is not multiple of x 			
 Degenerator 	 	Blows Away 1 Target Immune: Most Bosses, Tonberry, Grat, Vysage(Lefty,Righty), E-Soldier(cyborg)			
 Aqua Breath 	 50 - 70 - 80 - 100 	 All Targets, Water Elemental 			
 Micro Missile 	 Crisis Lvl 1: 50% HP Crisis Lvl 2: 75% HP Crisis Lvl 3: 87.5% HP Crisis Lvl 4: 93.75% HP	 1 Target, inflicts damage based on a % of an enemy's Max HP, Gravity Elemental 			
 Acid 	 30 - 38 - 44 - 52 	Also inflicts status effect(s):			
Gatling Gun	 60 - 80 - 100 - 120	 Physical attack, 1 Target			
Fire Breath	 70 - 90 - 100 - 120	 All Targets, Fire Elemental			
 Bad Breath 					
 White Wind 		Recovers all allies, Formula is below: [Quistis Max HP - Current HP = Healing]			
 Homing Laser	100 - 150 - 200 - 250	 1 Target			

```
Character Data:
                              Base Battle Stats:
             17
                              |Level| Exp | HP |Str|Vit|Mag|Spr|Spd|Luck|
Age:
Weapon:
                              |----|---|---|---|---|---|---|---|
             Glove
Height:
             165cm (5'5")
                              7 | 7000 | 544 | 7 | 5 | 6 | 4 | 21 | 15
Birthdate: March 17
                              | 10 | 9000 | 627 | 9 | 7 | 7 | 5 | 22 | 15
Blood Type:
            В
                               20 |19000|1035| 16| 12| 14| 9| 23| 15
Limit Break: Duel
                                30 |29000|1435| 22| 17| 19| 14| 25| 16
                                40 | 39000 | 1828 | 27 | 21 | 24 | 17 | 26 | 17
                                50 |49000|2212| 32| 25| 29| 20| 28| 17
                                60 |59000|2589| 36| 28| 33| 22| 29| 18
Zell's Gloves:
                                70 |69000|2958| 40| 30| 36| 24| 31| 18
His weapons can inflict normal | 80 | 79000 | 3320 | 43 | 32 | 38 | 26 | 32 | 19
critical hits that inflict 100% | 90 |89000|3673| 45| 33| 40| 26| 34| 20
additional damage for 2x the | 100 | 99000 | 4018 | 47 | 33 | 42 | 27 | 35 | 20 |
total damage.
```

Zell's Limit Break: Duel

Depending on his Crisis Level, Zell gains a certain amount of time to perform combo's in:

```
Crisis Level 1: 4.66 Seconds (Always starts with Punch Rush)
Crisis Level 2: 6.66 Seconds (Always starts with Punch Rush)
Crisis Level 3: 9.33 Seconds (Always starts with Booya)
Crisis Level 4: 12 Seconds (Always starts with Booya)
```

```
|Limit Break Name: | Button Combination:
                                      How to get:
|-----|
| Punch Rush | Circle, X
                                      Initial Attack
            | Right, Left
Booya
                                       | Initial Attack
| Heel Drop
           Up, Down
                                      | Initial Attack
            Left, Left, Circle
Mach Kick
                                      | Initial Attack
| Dolphin Blow | L1, R1, L1, R1
                                      Combat King 001
| Meteor Strike | Down, Circle, Up, Circle | Combat King 002
Down, Down, Down, Circle
Burning Rave*
                                      | Initial Attack
Meteor Barret* | Up, X, Down, Triangle, Circle
                                      | Combat King 003
 Different Beat* | Triangle, Square, X, Circle, Up | Combat King 004
```

| My Final Heaven* | Up, Forward, Down, Left, Triangle | Combat King 005 |

NOTE: You do NOT need to have learned a move to being able to use it. Reading a Combat King only places the button imputs on the screen. If you haven't read the magazine yet for a certain move, the imput will simply be INVISIBLE, but you can still PERFORM it!

Below is a chart with the Attack Power of the Limit Breaks:

Limit Break Name:	Attack Power:	# Targets
	======================================	======
Punch Rush:	16	1
Booya:	18	1
Heel Drop:	20	
Mach Kick:	24	
Dolphin Blow:	28	
Meteor Strike:	 25% of Enemy's current HP	 1
		-
	(Gravity based attack)	
Burning Rave:	48	All
Meteor Barret:	52	1
	[-	
Different Beat:	72	
Ţ		
My Final Heaven:	50	All
' 	'	' '

Constantly performing Booya + Heel Drop has the best total damage output, and if you've maxed out Zell's Strength it will be much stronger than one finisher.

^{* =} Finishing Move; The combo ends after using this move.

Character Data: E		Base Base	attle S	Stats	: 					
Age:	17	Level	Exp	HP	Str	Vit	Mag	Spr	Spd	Luck
Weapon:	Nunchaku	====	=====	====	===	===	===	===	===	====
Height:	155cm (5'1")	8	7000	482	6	5	10	7	17	19
Birthdate:	July 16	10	9000	559	7	6	11	8	17	19
Blood Type:	В	20	19000	937	14	10	17	13	20	20
Limit Break:	SLot	30	29000	1307	20	15	22	18	21	21
		40	39000	1670	25	18	27	23	24	21
		50	49000	2024	30	21	32	27	26	22
Selphie's Nunc	haku's:	60	59000	2371	34	24	36	30	28	23
		70	69000	2710	38	26	40	33	30	24
Her weapons ca	n inflict normal	80	79000	3042	41	27	43	35	33	25
critical hits that inflict 100%		5 90	89000	3365	43	28	46	37	34	26
additional dam	age for 2x the	100	99000	3680	45	28	49	38	37	26
total damage		1								

Selphie's Limit Break: Slot

Her Limit Break is a Slot Machine - sort of. You will have the options Do Over, or Cast when you scroll through random magic spells. The maximum a spell can be cast is 3 times, this is also less common than 1 or 2 castings. The better the spell, the more rare it is. Any magic cast through Slot doesn't use up your magic stock. Selphie has 4 unique spells that can only be cast through Slot:

The higher Selphie's Crisis Level, the more rare spells you'll see, and the amount per spell will more often be 3 castings.

```
Character Data:
                             Base Battle Stats:
             17
                             |Level| Exp | HP |Str|Vit|Mag|Spr|Spd|Luck|
Age:
Weapon:
            Gun
                             |-====|====|===|===|===|===|
Height:
             183cm (6'0")
                             | 13 | 12000 | 699 | 10 | 8 | 10 | 7 | 22 | 14
Birthdate: November 24 |
                             20 |19000| 977| 14| 12| 14| 11| 23| 15
                               30 |29000|1367| 20| 16| 20| 15| 25| 15
Blood Type:
                               40 |39000|1750| 25| 20| 25| 19| 27| 17
Limit Break: Shot
                               50 |49000|2124| 30| 23| 30| 22| 29| 17
                               60 |59000|2491| 34| 26| 33| 25| 31| 18
```

Irvine's Limit Break: Shot

Irvine's Shot Limit Break varies in damage and effects, depending on the ammo you use. Below is a list of the various ammo and their effects:

			,		
Type of Ammo:	Attack Name:	Power:	# Targets:	Time:	Notes:
	=======================================	=====	======	======	
Normal Ammo:	Normal Shot	17	1 1	0.7 sec	
Shotgun Ammo:	Scatter Shot	14	 All	 0.7 sec	
Dark Ammo:	Dark Shot	14	1	0.7 sec	May inflict:
i	İ	i		i	Poison, Darkness,
+	! 	 	! 	! 	
!					Silence, Sleep, Slow
Fire Ammo:	Flame Shot	40	All	1.2 sec	Fire Elemental
Demolition Ammo:	Canister Shot	60	1	1.9 sec	j i
		 	' 		'
 Fast Ammo:	 Outals Chat	l 7	1 1	0.2 sec	
Fast Allillo:	Quick Shot	/		U.Z Sec	
ļ					<u> </u>
AP Ammo:	Armor Shot	80	1	1.8 sec	Ignores defense
Pulse Ammo:	Hyper Shot	120	1	1.9 sec	i i
<u> </u>	·	'	'	· '	· ''

Note: The higher Crisis Level Irvine is under, the more time he gets to perform his shots. Press R1 to shoot, press Left and Right to scroll through targets if the Ammo only hits 1 Target.

```
Character Data:
                                  Base Battle Stats:
Age: 27 | |Level| Exp | HP |Str|Vit|Mag|Spr|Spd|Luck|
              Machine Gun | |=====|===|===|===|===|===|
Weapon:
Height:
               174cm (5'9")| | 10 | 9000| 577| 9| 8| 8| 7| 24| 15
Birthdate: January 3 | 20 | 19000 | 1005 | 16 | 14 | 15 | 13 | 25 | 15 | Blood Type: B | 30 | 29000 | 1425 | 22 | 19 | 21 | 18 | 27 | 16 |
                            | 30 | 29000 | 1425 | 22 | 19 | 21 | 18 | 27 | 16
Limit Break: Desperado | 40 | 39000 | 1838 | 28 | 24 | 26 | 22 | 28 | 17 | ------ | 50 | 49000 | 2242 | 33 | 28 | 31 | 26 | 30 | 18 |
                                  60 | 59000 | 2639 | 37 | 32 | 35 | 29 | 31 | 18
                                 70 |69000|3028| 41| 35| 39| 32| 33| 19
Laguna's Machine Gun:
                                  80 | 79000 | 3410 | 44 | 37 | 42 | 33 | 34 | 20
His weapon can inflict normal | 90 |89000|3783| 46| 39| 44| 35| 36| 20
critical hits that inflict 100% | 100 | 99000 | 4148 | 48 | 41 | 46 | 36 | 37 | 21
```

additional damage for 2x the '-----'total damage.

```
Laguna's Limit Break: Desperado | Power: 140
```

Like all guest-characters, this Limit goes all by itself without you having to perform any commands. Desperado hits all enemies.

```
Character Data:
                                    Base Battle Stats:
              23 | Level| Exp | HP |Str|Vit|Mag|Spr|Spd|Luck|
Katal | |====|===|===|===|===|
Age:
Weapon:
Height: 193cm (6'4") | 10 | 9000 | 517 | 8 | 7 | 9 | 8 | 32 | 16 |
Birthdate: July 6 | 20 | 19000 | 905 | 14 | 12 | 16 | 14 | 34 | 17 |
Blood Type: O | 30 | 29000 | 1285 | 20 | 16 | 23 | 20 | 36 | 18 |
Limit Break: Blood Pain |
                                    | 40 |39000|1658| 25| 20| 28| 24| 37| 18 |
                                     50 |49000|2022| 30| 24| 34| 29| 39| 19
                                       60 |59000|2379| 34| 36| 38| 32| 41| 20 |
Kiros' Katal:
                                       70 |69000|2728| 37| 38| 42| 35| 42| 21
                                      80 | 79000 | 3070 | 40 | 30 | 45 | 38 | 44 | 22
His weapon can inflict normal | 90 |89000|3403| 42| 31| 48| 40| 46| 23
critical hits that inflict 100% | 100 | 99000 | 3728 | 43 | 31 | 50 | 41 | 48 | 23 |
additional damage for 2x the '-----
total damage.
```

```
Kiros' Limit Break: Blood Pain | Power = 25
```

Like all guest-characters, this Limit goes all by itself without you having to perform any commands. Blood Pain hits one enemy 6x.

Ward's Limit Break: Massive Anchor | Power = 140

_____,

Like all guest-characters, this Limit goes all by itself without you having to perform any commands. Massive Anchor hits all enemies.

```
Character Data: Base Battle Stats:
```

```
Seifer's Limit Break: Fire Cross; No Mercy | Power = 80
```

Like all guest-characters, this Limit goes all by itself without you having to perform any commands. No Mercy hits all enemies with an attack power of 80.

Note: Seifer's Limit Break is the only Limit Break that can appear when his HP is only at 84% of his HP or lower, compared to 32% or lower for others.

```
Character Data: Base Battle Stats:
```

Age:	?	Level	Exp	HP	Str	Vit	Mag	Spr	Spd	Luck
Weapon:		=====	=====	====	===	===	===	===	===	====
Height:	?	10	9000	566	6	2	18	14	18	11
Birthdate:	?	20	19000	954	12	5	25	20	19	11
Blood Type:	?	30	29000	1334	18	7	31	25	21	12
Limit Break:	Ice Strike	40	39000	1707	23	10	36	30	22	12
		50	49000	2071	27	12	41	34	24	13
		60	59000	2428	31	14	45	37	25	13
Edea's Magic:		70	69000	2777	34	16	48	40	27	14
		80	79000	3119	37	17	51	42	28	14
Her weapon can inflict normal		90	89000	3452	39	18	54	44	30	15
critical hits which do 100%		100	99000	3777	41	20	55	45	31	15
additional da										

Edea's Limit Break: Sorcery: Ice Strike | Power = 120

total damage.

Like all guest-characters, this Limit goes all by itself without you having to perform any commands. Ice Strike hits one enemy.

The Power values in the previous sections are used in damage formula's. For reference, a normal physical attack as a Power of 20. Check section {INF-8} for a lot more information regarding damage.

Limit Breaks can be used whenever a character is in "Crisis". To get into Crisis a character must be under one or more of the following conditions:

- o Characters HP is lower than 32% of Max HP (Seifer's HP must be lower than 84% of Max HP)
- o Aura Status
- o Some negative statuses
- o KO'd characters

```
|Bad Status: | % | |# KO'd chars: | % |
|Zombie: | 0% | 0
|Vit0:
          | 0% |
                               8%
|Slow:
          | 6% |
                    2
                            | 16% |
|Poison: | 12% |
|Slow Petrify: | 12% |
|Darkness: | 12% | There are 4 Crisis Levels. Level 1 is the lowest, and
          | 12% | Level 4 is the highest. The higher the Crisis Level, the
|Silence:
         | 18% | more powerful the Limit Break will be.
```

Getting Crisis Level 4 at a 100% chance: Have a character at 10% or less of the ${\tt Max\ HP}$ and have them under the Aura Status.

SeeD Rank Calculation

This is a bit more complex than you might've initially thought, but it's not very difficult either. The game uses 'SeeD Experience' to calculate your SeeD Rank. The formula for this is easy: [SeeD Exp/100] = SeeD Rank. The formula is rounded down, so if you have 2390 SeeD Exp, your SeeD Rank is 23. SeeD Rank 'A' is equivalent to 3100 SeeD Exp.

SeeD Experience has a maximum it can reach. This maximum is 3110, only a mere 10 points above the treshold to have the 'A' Ranking. As you will see below, this is the reason why you'll often see your rank drop from 'A' to 30 when your salary is paid. To prevent this from happening, just kill 10 enemies before you receive your next salary.

Initial SeeD Ranking

At the start of the game, you'll have to do several things of which most have an effect on your initial SeeD Score.

Conduct:

Judgment:

=======

=======

1	SeeD	Conduct	l		SeeD	Judgment
Time Remaining:	Score:	Modifier		Time Remaining:	Score:	Modifier:
	=====	=======			======	======
25:00 or more	100	80		0:00-0:07	100	100
24:59-24:00	90	70		0:08-0:29	90	80
23:59-23:00	80	60		0:30-0:59	80	70
22:59-20:00	70	50		1:00-1:59	70	50
19:59-19:00	60	30		2:00-2:59	60	30
18:59-17:00	50	20		3:00-9:59	50	0
16:59-15:00	40	10		10:00-10:59	40	-50
14:59-10:00	30	0		11:00-11:59	30	-60
9:50-6:00	20	-30		12:00-12:59	20	-70
5:59-3:00	10	-50		13:00-13:59	10	-90
2:59-0:00	0	-100	Π	14:00-14:59	5	-90
			1	15:00+	0	-100
				1	1	''

Attack:

======

Spirit:

======

Enemy Kills:	Score:	 Attack Modifier:
======================================	!	! !
75+	100	100
50-74	80	75
25-49	80	50
20-24	50	50
15-19	30	0
10-14	20	-50
0-9	0	-100
	'	' '

Number of	SeeD	Spirit
Escapes:	Score:	Modifier:
	======	======
1	100	100
2	90	80
3-4	80	70
5-9	70	50
10+	60	30
		''

Notes:

- For Conduct, the table simply indicates your score based on how much time you have left to reach shore.
- For Judgment, the table also indicates the time left on the timer. You can let the screen stay on the 'Naming Ifrit' screen for a long time to ensure the best possible score here.
- For Attack, the table simply indicates how many enemies you must kill for the corresponding score.

Attitude:

=======

Total	SeeD	Attitude
Deductions:	Score:	Modifier:
========	======	======
0	100	100
1-8	80	70
9-13	70	50
14-17	50	30
18-24	30	0
25-29	10	-50
30-39	10	
40-49	10	-80
50 or more	10	-100

- For Spirit, the table indicates what your score will be when you have a certain amount of escapes. There is one mandatory escape in the entire game; The fight X-ATM092 battle. You can run from all other encounters. At the screen *after* the one with the cliff Selphie jumped off, around halfway this

screen, *walk* down the stairs, so you won't get out of balance. On the bridge, run over it normally until you hear X-ATM092 jumping over you. Run in the opposite direction until you hear it jump over you again. Now run over the bridge as usual.

- For Attitude, there are many things that affect the deductions:

Talking to anyone from the moment that Squall has his SeeD Uniform on. This includes even Cid, instructors and other 'important' people. You are allowed to talk to Zell and Seifer.	[1 Deduction] for each time you talk to someone unlegitimately.
Disregarding Seifer's order in the submarine.	 [1 Deduction] if you disregard the order.
Moving toward the Communication's Tower before Seifer orders you to.	 [1 Deduction]
Talking to Biggs after defeating him.	 [2 Deductions]
Jump off 'Selphie's Cliff'.	 [5 Deductions]
*Fail to save the dog from X-ATM092 (Save him by 'talking' to it)	 [10 Deductions]
Hiding in the café when X-ATM092 passes (If X-ATM092 is destroyed, this is not a possible scenario)	[20 Deductions

Bonus:

=====

If you destroy X-ATM092, you'll add a whole +1 SeeD Level to your ranking.

The above formula is what you must use to calculate your SeeD Rank. The tables above show both SeeD Scores and Modifier Scores. The SeeD Scores are what you will see on your rapportage in-game. The Modifier Scores are what you need to input in the above formula.

```
Example: Judgment = 0:00 time remaining = 100 Modifier
------ Conduct = 20:05 time remaining = 50 Modifier
Attack = 25 Kills total = 50 Modifier
Spirit = 1 Escape = 100 Modifier
Attitude = No Deductions = 100 Modifier
Bonus = X-ATM092 Destroyed = Bonus = +1

([500 + 400]/100) = 9 + 1 = 10, the Max Initial Rank!
```

Note: SeeD Rank is always rounded down. For example, 9.5 becomes 9.

- 1. One enemy defeated = +1 SeeD Experience (Note: GF kills don't count)
- 2. SeeD Salary paid = -10 SeeD Experience
- 3. Passing a SeeD Exam = Your SeeD Experience is rounded to the next Level. So should you have 2300 SeeD Exp or 2390 SeeD Exp, in both cases you'll have 2400 SeeD Exp after the test, which means Seed Rank 24.
- 4. There are several in-game events that can increase or decrease your SeeD Exp by a certain amount. These are the events, there are 10 in total:

Events that affect SeeD Experience

- 1. [SeeD Rank: -1]: Showing off your Gunblade to the two students sitting on the floor outside the classroom on the 2nd floor of Balamb Garden. Even though you don't have a SeeD rank yet, this will later be deducted.
- 2. [SeeD Rank: -1]: Trying to sneak out of Balamb Garden during the night of the SeeD graduation. If you try to leave 3 times, your rank will drop.
- 3. The Timber Train Mission: Depending on how often you are caught by the guards, your SeeD rank can increase, stay the same, or decrease, see below:

- 4. [SeeD Rank: -1]: When you escape from the Tomb of the Unknown King with the option of leaving (available from the map).
- 5. The Missile Base Mission: There are three factors here which affect the SeeD Exp score you'll get at the end of this mission. You start with 200 SeeD Exp for this mission, and the following can deduct points from this:

- 6. [SeeD Rank: -1] After defeating NORG. In Balamb Garden there will be a boy on the 2nd floor outside the classroom. If you cast the Blizzard magic, Aki will scold you and your rank decreases by 1.
- 7. [Seed Exp: +20] Complete the Master Fisherman's Quest in Fisherman's Horizon (see the Sidequest section for this) and you'll gain +20 SeeD Exp, which is

only .2 SeeD Rank, yet still a neat little extra.

8. Finding the Captain in Balamb. Depending on which method you use to find the Captain, you'll get a certain amount of SeeD Experience:

Method:	Seed Exp Gained:
"Board the train"	 +65
"Use the dog"	+100 SeeD Exp

- 9. [SeeD Exp: +50] Complete the Shumi Village 'Stone Collecting Quest', and you will get an increase of +50 SeeD Exp (and a Phoenix Pinion). The Shumi Quest isn't over yet, but this part is, and the rest doesn't give you any more SeeD Exp.
- 10. [SeeD Rank: +1] Defeating Ultima Weapon in the Deep Sea Research Center nets you an increase of a whole SeeD Rank.

Note: In summary, you can increase your SeeD Rank with a total of 4.7 if you do ---- all in-game events perfectly. I suggest you wait with defeating Ultima Weapon, however, due to the useful encounters in the Research Center.

The SeeD Exams

You can take SeeD Exams after you receive your initial SeeD Rank. You can only do SeeD Ranks up to Squall's Charactet Level. If he's Level 20, you can do all tests up to and including 20. Once he's 21, you can do #21, etc. Below are all the answers for the written SeeD Exams:

Note: Spacing between answers is only so it's better readable. Nothing else.

The SeeD Salary

The SeeD Salary is paid after you make 24575 steps. This is a fixed number, and you'll always get paid at that time. Your SeeD Exp will drop by 10. This is 1/10th of a SeeD Rank. As noted before, kill creatures to raise your SeeD Exp. One step visually is generally 3-5 steps technically. With riding a Chocobo on the World Map, steps are generally 7-8 technically. Moving Cars also counts as steps, but moving Balamb Garden or the Ragnarok doesn't count.

======	= =======	======	=======	======	======
Rank #	1 500 Gil	Rank #11	9000 Gil	Rank #21	15500 Gil
Rank #	2 1000 Gil	Rank #12	10000 Gil	Rank #22	16000 Gil
Rank #	3 1500 Gil	Rank #13	11000 Gil	Rank #23	16500 Gil
Rank #	4 2000 Gil	Rank #14	12000 Gil	Rank #24	17000 Gil
Rank #	5 3000 Gil	Rank #15	12500 Gil	Rank #25	17500 Gil
Rank #	6 4000 Gil	Rank #16	13000 Gil	Rank #26	18000 Gil
Rank #	7 5000 Gil	Rank #17	13500 Gil	Rank #27	18500 Gil
Rank #	8 6000 Gil	Rank #18	14000 Gil	Rank #28	19000 Gil
Rank #	9 7000 Gil	Rank #19	14500 Gil	Rank #29	19500 Gil
Rank #1	0 8000 Gil	Rank #20	15000 Gil	Rank #30	20000 Gil
				Rank A	30000 Gil
				T	

There are a total of 50 magic spells in the game. Below is a compact table with all relevant info about these 50 spells. The Refinement Example is the most efficient/best way to get a certain spell (besides drawing from an enemy that has it, possibly).

 Magic Name:	# Targets:	Power:	Element:	 Status:	Refinement
Example:					:=======
======= Fire		======= 18	Fire	==== === 	M-Stone Piece [1:5]
Fira	1	24	Fire	 	Magic Stone
[1:5]	_	1 21	1 1110	1	luagro peone
Firaga	1	35	Fire		Wizard Stone
[1:5]					
Blizzard	1	18	Ice		M-Stone Piece
[1:5]					
Blizzara	1	24	Ice		Magic Stone
[1:5]					
Blizzaga	1	35	Ice		Wizard Stone
[1:5]					
Thunder	1	18	Lightning		M-Stone Piece
[1:5]					
Thundara	1	24	Lightning		Magic Stone
[1:5]			1-1-1-1		lant a mi
Thundaga	1	35	Lightning		Wizard Stone
[1:5]		1 06	1		let to et
Water	1	26	Water		Fish Fin
[1:20] Aero	1	22	Wind	1	Shear Feather
[1:20]	_	22	WING		Silear reactier
Bio	1	l 30	Poison	Poison	Wizard Stone
[1:5]	_	1 30	1015011	1 1010011	Wizara Beone
Demi	1	25% HE	(Gravity)		Black Hole
[1:30]			1,		
Holy	1	48	Holy		Moon Stone
[1:20]					
Flare	1	48			Inferno Fang
[1:20]					
Meteor	10 Hits	20 (x1	.0)		Star Fragment

[1:5]					
Quake	All	40	Earth	1	Dino Bone
[1:20]	l vii	±0	Larcii	1	
Tornado	All	l 38	Wind	1	Windmill
[1:20]	VII	30	Willa	1	WIIIGHIII
Ultima	All	80		1	Dark Matter
[1:100]*	1 2344	00	1	1	Park Paccer
Cure	1	18			M-Stone Piece
[1:5]	-	1 20	1		The Beene Free
Cura	1	36	l	1	Magic Stone
[1:5]			'		12
Curaga	1	60			Tent
[1:10]	·		'		
Life	1	12.5% Max HP			Life Ring
[1:20]					
Full-Life	1	100% Max HP			Regen Ring
[1:20]					
Regen	1	5% Max HP		Regen	Mesmerize Blade
[1:20]					
Esuna	1				M-Stone Piece
[1:5]					
Dispel	1				Magic Stone
[1:5]					
Protect	1			Protect	Turtle Shell
[1:30]					
Shell	1			Shell	Rune Armlet
[1:40]					
Reflect	1			Reflect	Dragon Skin
[1:20]				1 -	
Aura	1			Aura	Fury Fragment
[1:5]	1 1	4		I D 1-1 -	Income no
Double [1:20]	1			Double	Dragon Fin
Triple	1	1		Triple	Samantha Soul
[1:60]	1 +	1		IIIbie	Samaricha Sour
Haste	1	1		Haste	Lightweight
[1:20]	+	1	ı	Habee	Internet and
Slow	1	1	l	Slow	Magic Stone
[1:5]	_		'	7 220	
Stop	1			Stop	Wizard Stone
[1:5]					
Blind	1			Darkness Och	nu Tentacle [1:30]
Confuse	1			Confuse	Betrayal Sword
[1:20]					
Sleep	1			Sleep	Sleep Powder
[1:20]					
Silence	1			Silence	M-Stone Piece
[1:5]					
Break	1			Break	
Cockatrice					
	ļ l		. I	Pinion	
Death	1			Death	Saw Blade
[1:30]				1.5	les t
Drain	1	26		Drain	Vampire Fang
[1:20]				l Doine	I Common Contillar
Pain	1			Poison	Curse Spike
[1:10]			l Dom	kness	
				ence	
 Berserk	1 1			Berserk	
DOIDCIN	-			DCIDCIN	114910 50010

[1:5]					
Float	1			Float	(Draw: Blood
Soul)					
Zombie	1			Zombie	Zombie Powder
[1:20]					
Meltdown	1	32		Vit0	Mystery Fluid
[1:10]					
Scan	1				(Draw: Bite
Bug)					
Apocalypse	All	120			(Draw:
Ultimecia)					

^{*} Dark Matter can be gotten by refining Curse Spike x100 with Siren's Tool RF. Siren must be Level 100 for this.

Note: Some Devour effects can also place various status on your characters.

Refer to the Devour Section for this.

Status Name: (Sudden) Death

Visuals: Character lies KO/Dead on the ground, Empty ATB Bar

Effect: Sudden Death instantly kills a character off. You can protect VS

Sudden Death. Normal Death is the same effect, but happens when a

character's HP is depleted.

Duration: Until cured

Prevention: - Invincibility Status

- Zombie Status

100x Death to ST Def-J (100% Def)100x Full-Life to ST Def-J (40% Def)

- 100x Life to ST Def-J (20% Def)

- 100x Holy to ST Def-J

Inflicted by: Death, Bad Breath, LV?Death, Death Stone

Removed by: Phoenix Down, Phoenix Pinion, Mega Phoenix, Tent, Cottage, Life,

Full-Life, Revive

Status Name: Poison

Visuals: Character has green bubbles above their head

Effect: Character loses between 5%-9% of Max HP at the start of every turn

Duration: Permanent: Until cured, Death, Petrify

Prevention: - Ribbon Ability

- Invincibility Status

- 100x Bio to ST Def-J (100% Def)
- 100x Pain to ST Def-J (100% Def)
- 100x Holy to ST Def-J (40% Def)
- 100x Esuna to ST Def-J (20% Def)

- 100x Reflect to ST Def-J (25% Def)

Inflicted by: Bio, Pain, Acid, Bad Breath, Dark Shot, Doomtrain

Removed by: Antidote, Remedy, Remedy+, Elixir, Megalixir, Tent, Cottage,

Esuna, Treatment

Status Name: Petrify

Visuals: Character becomes a stone statue.

Effect: Character's ATB bar stops and Character is flagged as dead when

under this status. Enemies that are petrified do not drop EXP,

AP, or any items.

Duration: Permanently; Until cured

Prevention: - Ribbon Ability

- Invincibility Status

- 100x Break to ST-Def-J (100% Def)- 100x Esuna to ST Def-J (20% Def)- 100x Reflect to ST Def-J (25% Def)

Inflicted by: Break, Acid, Bad Breath

Removed by: Soft, Remedy, Remedy+, Elixir, Megalixir, Tent, Cottage, Esuna,

Treatment

Status Name: Darkness

Visuals: Dark cloud whirls above a character's head

Effect: Accurracy is decreased, physical attacks miss more often

Duration: Permanently; Until cured, Death, Petrify

Prevention: - Ribbon Ability

- Invincibility Status

- 100x Blind to ST Def-J (100% Def)
- 100x Esuna to ST Def-J (20% Def)
- 100x Reflect to ST Def-J (25% Def)
- 100x Pain to ST Def-J (100% Def)

Inflicted by: Blind, Pain, Doomtrain, Acid, Bad Breath, Dark Shot

Removed by: Eye Drop, Remedy, Remedy+, Elixir, Megalixir, Tent, Cottage,

Esuna, Treatment

Status Name: Silence

Visuals: Character has a speech box with (...) in it.

Effect: Character cannot use magic or GF's.

Duration: Permanent; Until cured, Death, Petrify

Prevention: - Ribbon Ability

- Invincibility Status

- Angel Wing Status/Limit Break

100x Silence to ST Def-J (100% Def)
100x Pain to ST Def-J (100% Def)
100x Esuna to ST Def-J (20% Def)
100x Reflect to ST Def-J (25% Def)

Inflicted by: Silence, Pain, Siren, Doomtrain, Acid, Bad Breath, Dark Shot Removed by: Echo Screen, Remedy, Remedy+, Elixir, Megalixir, Tent, Cottage,

Esuna, Treatment

Status Name: Berserk

Duration:

Visuals: Character flashes red and looks 'hot'

Effect: Character goes in a frenzy, and will automatically use a physical

attack when he/she gets a turn. Physical Damage = x1.5
Until the end of the battle, Until cured, Death, Petrify

Prevention: - Ribbon Ability

- Invincibility Status

- Angel Wing Status/Limit Break

- 100x Berserk to ST Def-J (100% Def)
- 100x Holy to ST Def-J (40% Def)
- 100x Esuna to ST Def-J (20% Def)

- 100x Esuna to ST Def-J (20% Def)
- 100x Reflect to ST Def-J (25% Def)

Inflicted by: Berserk, Doomtrain, Bad Breath, Mad Rush

Removed by: Remedy, Remedy+, Elixir, Megalixir, Esuna, Treatment

Status Name: Zombie

Visuals: Character's body turns dark green

Effect: Character is flagged as 'Undead', Restorative Items/Magic deal

damage now, Death magic does nothing

Duration: Permanently, Until cured, Death (KO in this case), Petrify

Prevention: - Ribbon Ability

- Invincibility Status

- 100x Holy to ST Def-J (40% Def)
- 100x Zombie to ST Def-J (100% Def)

Inflicted by: Zombie, Bad Breath

Removed by: Holy Water, Remedy, Remedy+, Elixir, Megalixir, Tent, Cottage,

Esuna, Treatment

Status Name: Sleep

Visuals: Character has Zzz.. above their head.

Effect: Character is asleep and does not get any turns, Evasion = 0%

Duration: Until end of the battle, Until cured, Death, Petrify

Prevention: - Ribbon Ability

- Invincibility Status

100x Sleep to ST-Def-J (100% Def)
100x Holy to ST Def-J (40% Def)
100x Esuna to ST-Def-J (20% Def)
100x Reflect to ST-Def-J (25% Def)

Inflicted by: Sleep, Doomtrain, Bad Breath, Dark Shot

Removed by: Physical Attack, Esuna, Remedy, Remedy+, Elixir, Megalixir,

Treatment

Status Name: Slow

Visuals: Character's movements are slower

Effect: Character's ATB Bar fills with half the normal speed.

Duration: Until end of the battle, Until cured, Death, Petrify

Prevention: - Ribbon Ability

- Invincibility Status

- Auto-Haste

- 100x Slow to ST-Def-J (100% Def)
- 100x Esuna to ST-Def-J (20% Def)
- 100x Reflect to ST-Def-J (25% Def)

Inflicted by: Slow, Doomtrain, Bad Breath, Dark Shot

Removed by: Remedy+, Elixir, Megalixir, Haste, Stop, Esuna, Treatment

Status Name: Stop

Visuals: Character's movements are stopped

Effect: Character's ATB Bar stops

Duration: Duration of a few turns, Until cured

Prevention: - Ribbon Ability

- Invincibility Status

- Auto-Haste

- 100x Stop to ST-Def-J (100% Def)- 100x Esuna to ST-Def-J (20% Def)- 100x Reflect to ST-Def-J (25% Def)

Inflicted by: Stop, Doomtrain, Bad Breath

Removed by: Remedy, Remedy+, Elixir, Megalixir, Esuna, Haste, Slow, Treatment

Status Name: Doom

Visuals: Character gets a red timer about their head starting at 24.

Effect: Character is inflicted with Sudden Death when the timer hits 0.

Duration: Time Duration of a few turns, Until cured, Death, Petrify,

Until end of battle

Prevention: - Ribbon Ability

- Invincibility Status

- Zombie Status

Inflicted by: Doom, Bad Breath, Doomtrain
Removed by: Remedy+, Elixir, Treatment

Status Name: Slow Petrify

Visuals: Character gets a white timer of 20 seconds above their head.

Character becomes a stone statue when it reaches zero.

Effect: Character's ATB bar stops and Character is flagged as dead when

under this status. Enemies that are petrified do not drop EXP,

AP, or any items.

Duration: Permanently; Until cured, Death, Petrify

Prevention: - Ribbon Ability

- Invincibility Status

- 100x Break to ST Def-J (100% Def)- 100x Esuna to ST Def-J (20% Def)- 100x Reflect to ST Def-J (25% Def)

Inflicted by: Doomtrain, Bad Breath, [Iguion's Magma Breath],

[Cockatrice's {Beak}]

Removed by: Soft, Remedy, Remedy+, Elixir, Megalixir, Tent, Cottage, Esuna,

Treatment

Status Name: Confuse

Visuals: Character circles around on their spot

Effect: Control over the character is lost. This character will attack

anyone at random.

Duration: Until the end of the battle

Until cured

Prevention: - Ribbon Ability

- Invincibility Status

- 100x Confuse to ST Def-J (100% Def)
- 100x Holy to ST Def-J (40% Def)
- 100x Esuna to ST Def-J (20% Def)

- 100x Reflect to ST Def-J (25%)

Inflicted by: Confuse, Doomtrain, Bad Breath

Removed by: Soft, Remedy, Remedy+, Elixir, Megalixir, Esuna, Treatment

Status Name: Drain

Visuals: Deals damage and absorbs the damage

Effect: Absorbs damage, absorbing from undead deals damage

Duration: ---

Prevention: - Invincibility Status

- 100x Drain to ST Def-J (100% Def)- 100x Dispel to ST Def-J (50% Def)- 100x Holy to ST Def-J (40% Def)

Inflicted by: Drain, Absorb

Removed by: ---

Status Name: Blow Away

Visuals: Target is either cut in half (Zantetsuken), lifted out of battle by

a pair of wings (Rapture), or flashed out of battle (Degenerator).

Effect: Target is removed from battle

Duration: --Prevention: --Removed by: ---

Note: Immune enemies are few: Tonberry, Grat, Cactuar, Vysage, Lefty, Righty,

PuPu, UFO, and E-Soldier (cyborg).

Status Name: Curse

Visuals: Character's body turns blackish

Effect: Character cannot perform Limit Breaks at all

Duration: Until cured, Until the end of battle

Prevention: - Ribbon Ability

100x Pain to ST-Def-J (100% Def)
 100x Aura to ST-Def-J (100% Def)
 100x Holy to ST-Def-J (40% Def)
 100x Esuna to ST-Def-J (20% Def)

Inflicted by: Some enemy attacks

Removed by: Holy Water, Remedy, Remedy+, Elixir, Megalixir, Esuna, Aura,

Treatment

Status Name: Vitality 0

Visuals: Character's body turns yellow

Effect: Character's Vitality AND Spirit become 0

Duration: Until cured, Death, Petrify

Prevention: - Ribbon Ability

- Invincibility Status

Inflicted by: Meltdown, Doomtrain, Acid, Bad Breath

Removed by: Remedy+, Elixir, Megalixir, Esuna, Treatment

Effect: Damage of an attack is a % of the Target's Max HP (like Demi)

Duration: ---

Prevention: - Invincibility Status

Inflicted by: Demi, Micro Missile, Meteor Strike

Removed by: ---

Status Name: The End

Visuals: The enemy is put to rest in a field of flowers

Effect: Kills any enemy that is not undead

Duration: --Prevention: --Inflicted by: The End
Removed by: ---

Oo=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-0O
|| Postitive Status Effects ||
Oo=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*

Status Name: Aura

Visuals: Character's body turns golden

Effect: Character can always perform Limit Breaks

Duration: Time Duration of a few turns
Inflicted by: Aura, Mighty Guard, Aura Stone
Removed by: Dispel, Curse, Time Duration

Status Name: Protect

Visuals: When hit with a physical attack, a blue barrier appears

Effect: Reduces physical damage by 50%

Duration: Time Duration of a few turns, Death, Petrify

Inflicted by: Protect, Mighty Guard, Wall, Auto-Protect, Protect Stone, Mad Rush

Removed by: Dispel, Time Duration

Status Name: Shell

Visuals: When hit with a magical attack, a blue barrier appears

Effect: Reduces magical damage by 50%

Duration: Time Duration of a few turns, Death, Petrify

Inflicted by: Shell, Mighty Guard, Wall, Auto-Shell, Shell Stone

Removed by: Dispel, Time Duration

Status Name: Haste

Visuals: ATB bar turns red, character moves faster

Effect: Fills the ATB bar 1.5x as fast

Duration: Time Duration of a few turns, Death, Petrify Inflicted by: Haste, Mighty Guard, Auto-Haste, Mad Rush

Removed by: Dispel, Slow, Stop

Status Name: Reflect

Visuals: When target is hit with reflectable magic, a green barrier shows Effect: Most magic is reflected back to the caster. Magic that cannot be

reflected: Dispel, Tornado, Quake, Drain, Meteor, Ultima, Scan,

Apocalypse.

Duration: Time Duration of a few turns, Death, Petrify

Inflicted by: Reflect, Auto-Reflect, Carbuncle

Removed by: Dispel

Status Name: Float

Visuals: Target floats

Effect: Earth magic will miss

Duration: Until end of the battle, Death, Petrify

Inflicted by: Float, Mighty Guard

Removed by: Dispel

Status Name: Regen

Visuals: Target is periodically healed

Effect: Target gains 5% of their Max HP between turns

Duration: Until end of the battle, Death, Petrify

Inflicted by: Regen, Mighty Guard

Removed by: Dispel

Status Name: Double

Visuals: The number 2 appears in character's magic menu

Effect: Character can cast magic twice in a turn

Duration: Until end of the battle, Death, Petrify

Inflicted by: Double, Cerberus

Removed by: Dispel

Status Name: Triple

Visuals: The number 3 appears in character's magic menu Effect: Character can cast magic three times in a turn

Duration: Until end of the battle, Death, Petrify

Inflicted by: Triple, Cerberus

Removed by: Dispel

Status Name: Defend

Visuals: Character stands defensively

Effect: Physical Attacks taken do 0 damage; Magical Attacks taken inflict

50% damage.

Duration: One turn Inflicted by: Defend

Removed by: Time Duration

Status Name: Angel Wing

Visuals: A pair of wings on Rinoa's back indicate this is in effect

Effect: This is one of Rinoa's Limit Breaks: Rinoa will be out of control and cast magic from her stock (with 5x the normal power) which is

and cast magic from her stock (with 5x the normal power) which is not reduced from your stock. Rinoa is immune to Berserk, Silence

and Confuse status effects during Angel Wing.

Duration: Until end of the battle, Time duration

Inflicted by: Angel Wing

Removed by: ---

Status Name: Invincible

Visuals: Target becomes transparant

Effect: Grants full immunity to all damage and removes any status effects

(exception is if the character is already petrified)

Duration: Until end of the battle, Time duration

Inflicted by: Hero-trial, Hero, Holy War-trial, Holy War, Invincible Moon

Removed by: ---

Note: You do not have to read magazines in order to be able to upgrade. Just ---- having the items in your inventory unlocks the upgrade.

Squall:

	======	
Name & Info:	· Items Needed:	Easy example location of items:
Revolver Attack: 11 Hit%: 255%	6x M-Stone Piece 	 Card Mod Bite Bug [1:1] or Funguar [1:1]
Limit Break(s): Rough Divide Cost: 100 Gil	2x Screw 	Card Mod Geezard [1:5]
Shear Trigger Attack: 14 Hit%: 255% Limit Break(s): Rough Divide Fated Circle Cost: 200 Gil	1x Steel Pipe 4x Screw 	Card Mod Elastoid [1:1] Card Mod Geezard [1:5]
Cutting Trigger Attack: 18 Hit%: 255% Limit Break(s): Rough Divide Fated Circle Cost: 400 Gil	1x Mesmerize Blade 8x Screw 	Card Mod Mesmerize [1:1]
Flame Saber Attack: 20 Hit%: 255% Limit Break(s): Rough Divide Fated Circle Blasting Zone Cost: 600 Gil	Sword 1x Turtle Shell 4x Screw	Card Mod Forbidden [1:1]
Twin Lance Attack: 22 Hit%: 255% Limit Break(s): Rough Divide Fated Circle	İ	Card Mod T-Rexaur [2:1] or Armadodo [1:1] Card Mod Hexadragon [3:1]
Blasting Zone	12x Screw	Card Mod Geezard [1:5]

Cost: 800 Gil		!
 Punishment	- 1x	 Card Mod Tonberry [1:1]
Attack: 24		Card Mod Iron Giant [3:1]
 Hit%: 255%		Card Mod Adamantoise [3:1]
Limit Break(s): Rough Divide	8x Screw	Card Mod Geezard [1:5]
Fated Circle	1	
Blasting Zone	e	
Cost: 1000 Gil	1	
	-	
Lion Heart	1x Adamantine	Card Mod Minotaur [1:10]
Attack: 30	4x Dragon Fang	Dropped by Grendel (Lvl 1-29)
Hit%: 255%	12x Pulse Ammo	Ammo-RF Energy Crystal
Limit Break(s): Rough Divide	1	(Card Mod Elnoyle)
Fated Circle	1	
Blasting Zone	2	
Lion Heart		
LIOII heart	1	1

Rinoa:

Name & Info:	· Items Needed: 	Example location of items:
Pinwheel Attack: 11 Hit%: 99% Cost: 100 Gil	 3x M-Stone Piece 	 Card Mod Bite Bug [1:1] or Funguar [1:1]
Valkyrie Attack: 14 Hit%: 101% Cost: 200 Gil	'	Card Mod Thrustaevis [1:1] Card Mod Grat [1:1] or Buel [1:1] or Jelleye [1:1]
Rising Sun Attack: 18 Hit%: 103% Cost: 400 Gil		 Card Mod Belhelmel [1:1] Card Mod Geezard [1:5]
Cardinal Attack: 24 Hit%: 104% Cost: 600 Gil	Pinion 1x Mesmerize Blade	Card Mod Cockatrice [1:1] Card Mod Mesmerize [1:1] Card Mod Grand Mantis [1:1]
Shooting Star Attack: 28 Hit%: 107% Cost: 800 Gil	1x Regen Ring	Card Mod Abyss Worm [1:1] Card Mod Chimera [10:1] Dropped by Ochu (Rare, Lvl 30+) Card Mod Elnoyle [10:1]

Quistis:

Name & Info:	Items Needed:	Example location of items:
 Chain Whip	2x M-Stone Piece	 Card Mod Bite Bug [1:1]
Attack: 12	İ	or Funguar [1:1]

Hit%: 103% Cost: 100 Gil	 	
Slaying Tail Attack: 15 Hit%: 104% Cost: 200 Gil	!	Card Mod Grat or Buel [1:1] Card Mod Grand Mantis [1:1]
Red Scorpion Attack: 20 Hit%: 105% Cost: 400 Gil		Card Mod Ochu [1:1] Dropped by Anacondaur
Save the Queen Attack: 25 Hit%: 107% Cost: 800 Gil	2x Malboro Tentacle 4x Sharp Spike 4x Energy Crystal	Card Mod Malboro [4:1]

Zell:

Name & Info: 	· Items Needed: 	Example location of items:
Metal Knuckle Attack: 12 Hit%: 98% Cost: 100 Gil		Dropped from Fastitocalon-F Card Mod Bite Bug [1:1] or Funguar [1:1]
 Maverick Attack: 15 Hit%: 99% Cost: 200 Gil	 1x Dragon Fin 1x Spider Web 	Card Mod Grendel [1:1] Card Mod Caterchipillar [1:1]
Gauntlet Attack: 20 Hit%: 101% Cost: 400 Gil		Dropped by Grendel (Lvl 1-29)
Ehrgeiz Attack: 25 Hit%: 103% Cost: 800 Gil	4x Dragon Skin	Card Mod Minotaur [1:10] Dropped by Anacondaur Card Mod Blue Dragon [4:1]

Selphie:

Name & Info:	Items Needed:	Example location of items:
Flail	2x M-Stone Piece	 Card Mod Bite Bug [1:1]
Attack: 12		or Funguar [1:1]
Hit%: 98%	1x Bomb Fragment	Card Mod Bomb [1:1]
Cost: 100 Gil		
Morning Star	2x Steel Orb	Card Mod Wendigo [1:1]
Attack: 15	2x Sharp Spike	Card Mod Grand Mantis [1:1]
Hit%: 99%		
Cost: 200 Gil		

	-
Crescent Wish	1x Inferno Fang Card Mod Red Dragon [10:1]
Attack: 20	1x Life Ring Card Mod Turtapod [5:1]
Hit%: 100%	4x Sharp Spike Card Mod Grand Mantis [1:1]
Cost: 400 Gil	
	-
Strange Vision	1x Adamantine Card Mod Minotaur [1:10]
Attack: 25	3x Star Fragment Card Mod Iron Giant [3:1]
Hit%: 255%	2x Curse Spike Card Mod Tri-Face [1:1]
Cost: 800 Gil	

Irvine:

| Items Needed: | Example location of items: Name & Info: | 1x Steel Pipe | Card Mod Elastoid [1:1] Valiant Attack: 12 4x Screw |Card Mod Geezard [1:5] |Hit%: 105% |Cost: 100 Gil |-----Ulysses | 1x Steel Pipe | Card Mod Elastoid [1:1] Attack: 15 | 1x Bomb Fragment | Card Mod Bomb [1:1] |Hit%: 108% | 2x Screw | Card Mod Geezard [1:5] |Cost: 200 Gil Bismarck | 1x Steel Pipe | Card Mod Elastoid [1:1] Attack: 20 |4x Dynamo Stone | Card Mod Blitz [1:1] |Hit%: 110% 8x Screw |Card Mod Geezard [1:5] |Cost: 400 Gil | 1x Dino Bone | Card Mod T-Rexaur [2:1] Exeter Attack: 25 |1x Moon Stone |Stolen from Elnoyle/Imp/Torama |Hit%: 115% | 1x Star Fragment | Card Mod Iron Giant [3:1] |Cost: 800 Gil | 18x Screw | Card Mod Geezard [1:5]

Others:

Laguna: Machine Gun

Kiros: Katal
Ward: Harpoon
Seifer: Hyperion
Edea: ---

Junk Shops

Note: All Junk Shops do the same thing: Upgrade your weapon.

o Balamb Junk Shop

```
o Deling Junk Shop
```

- o Dollet Junk Shop
- o FH Junk Shop
- o Esthar Junk Shop (Don Juan's Shop)
- o Man at Garden (CC-member Joker)

Regular Shops

G-Hi-Potion

600

Note: o Some items can only be bought with the Familiar ability (from Tonberry). ---- o Furthermore, if you have Haggle, items you buy get a 25% discount.

o Lastly, if you have Sell High, you will sell items for +50% extra.

```
|Balamb Shop, Dollet Shop,
|Timber Shop, Deling City Shop, |
|Winhill Shop, FH Shop,
|Trabia Shop, Man from Garden: |
                                     |Timber Pet Shop: |
| Item Name: | Cost: | Available: |
                                                  |Cost: |Available:|
                                     Item Name:
|----|
                                     |----|----|
Potion
           100
                                         G-Potion
                                                       200
|Hi-Potion | 500
                                         G-Hi-Potion
                                                        600
|Phoenix Down | 500
                                         G-Returner
                                                        500
Antidote
           | 100 |
                                         Pet House
                                                       1000
Eye Drops
           100
                                         |Magic Scroll
                                                      5000
            100
Soft
                                         |GF Scroll
                                                       5000
                                                      5000
|Echo Screen | 100
                                         Draw Scroll
|Holy Water
                                         |Item Scroll
                                                       5000
Remedy
            1000
                                         |Amnesia Greens | 1000
            1000
                                         |HP-J Scroll
                                                      |10000 | Familiar
Tent
            3000
Fuel
                                         |Str-J Scroll |10000 | Familiar
                                                      |10000 | Familiar
|Normal Ammo |
             20
                                         |Vit-J Scroll
| Shotqun Ammo |
             40
                                        |Mag-J Scroll
                                                       200
                                         |Spr-J Scroll |10000 | Familiar |
G-Potion
|G-Hi-Potion | 600 | Familiar |
                                     |Pet Pals Vol.3 | 1000 |
|G-Returner | 500 |
                                     |Pet Pals Vol.4 | 1000 |
```

Esthar Shop:					Esthar Pet Shop:		:	
 Item Name: 	 Cost:	 Available: 		 Iten 	 n Name: 	 Cost	 t: Ava: 	 ilable:
 Hi-Potion	500	'	1	' 	G-Potion		200	·
Phoenix Down	500		j		G-Hi-Potion		600	
Eye Drops	100		\perp		G-Returner		500	
Soft	100		1		Pet House		1000	
Remedy	1000		1		Amnesia Gre	ens	1000	
Tent	1000		1		HP-J Scroll		10000	
Fuel	3000		1		Str-J Scrol	1	10000	
Normal Ammo	20		\perp		Vit-J Scrol	1	10000	
Shotgun Ammo	40		\perp		Mag-J Scrol	1	10000	
Dark Ammo	300		\perp		Spr-J Scrol	1	10000	
Fire Ammo	500		\top		Pet Pals Vo	1.5	1000	
Demolition Ammo	800	Familiar		Pet	Pals Vol.6	100	00	
Fast Ammo	100	Familiar		Giar	nt's Ring	200	00 Far	miliar
G-Potion	200		\Box		Power Wrist		20000	Familia

20000 | Familiar

Force Armlet

```
| 500 |
                                          Hypno Crown
                                                        |20000 | Familiar |
G-Returner
                                          |Esthar Shop!!!: |
Esthar Book Store:
                       |Available:|
                                      | Item Name: | Cost: | Available: |
Item Name:
               Cost:
                                          |Potion | 100 |
Weapons Mon 1st | 50000
                       | Familiar |
| Weapons Mon Mar | 1000
                                             |Hi-Potion | 500
Weapons Mon Apr | 1000
                                              |X-Potion
                                                           5000
                                                                   | Familiar |
                                              Mega-Potion | 10000
                                                                   | Familiar |
|Weapons Mon May | 1000
|Weapons Mon Jun | 1000
                                              |Phoenix Down | 500
|Weapons Mon Jul
               1000
                                              |Mega Phoenix | 10000
                                                                   | Familiar |
              1000
                                              Elixir
                                                          |50000
                                                                   | Familiar |
Weapons Mon Aug
Combat King 001
               1000
                                              Antidote
                                                           100
Combat King 002
                                              Soft
              1000
                                                             100
|Combat King 003 | 1000 |
                                              |Eye Drops | 100
                       | Familiar |
|Combat King 004
              1000
                                        |Echo Screen
                                                         100
|Combat King 005
              |30000 | Familiar |
                                         |Holy Water
                                                        100
Pet Pals Vol.1
               | 1000
                                             Remedy
                                                          | 1000
Pet Pals Vol.2
                                              Tent
               | 1000 |
                                                         | 1000
Occult Fan I
               |35000 | Familiar |
                                          Cottage
                                                        | 1800 | Familiar |
               35000
                       | Familiar |
                                          G-Potion
Occult Fan II
                                                         200
```

You can have access to Angelo search when you have the Ragnarok and Rinoa gets back in your party, so basically at the near end of Disc 3.

If you have Pet Pals Vol.5, you can learn Angelo Search, a very useful skill. If Rinoa is in your party, Angelo will randomly search the battlefield to find items for you. You can find some very, *very* rare items this way, but it may require you to do auto-mated overnight searches. Still interested? Read on..

I'll keep this simple: Angelo Search can only happen when nothing is happening in a battle, but the time is still running. To create a perfect situation where this is constantly the case, find a Turtapod somewhere around Esthar and kill off any other enemies that come along with it. Cast Confuse on it and you're all set when it goes into it's shell! Now it's simply a matter of waiting for Angelo to pop up and search items for you! Below is a list of the items and chances that can be found:

Potion+	5.56% (16/288) Hero-trial		0.69% (2/288)
Hi-Potion+	5.56% (16/288) Hero		0.69% (2/288)
X-Potion	5.56% (16/288)	Shell Stone	0.69% (2/288)
Phoenix Down	5.56% (16/288)	Energy Crystal	0.69% (2/288)
G-Potion	4.86% (14/288)	Gold Armor	0.69% (2/288)
Tent	2.78% (8/288)	Adamantine	0.69% (2/288)
Cactus Thorn	2.78% (8/288)	Rune Armlet	0.69% (2/288)
G-Hi-Potion	2.43% (7/288)	Force Armlet	0.69% (2/288)
G-Mega-Potion	2.43% (7/288) 0	Circlet	0.69% (2/288)
G-Returner	2.43% (7/288) 1	Moon Curtain	0.69% (2/288)
Protect Stone	1.39% (4/288)	Pet House	0.35% (1/288)
Holy Stone	1.39% (4/288) 2	Aegis Amulet	0.35% (1/288)
Jet Engine	1.39% (4/288)	Status Guard	0.35% (1/288)
Sleep Powder	1.39% (4/288)	Magic Scroll	0.35% (1/288)
Curse Spike	1.39% (4/288)	GF Scroll	0.35% (1/288)
North Wind	1.39% (4/288) 1	Draw Scroll	0.35% (1/288)
Steel Orb	1.39% (4/288) 1	.39% (4/288)	
Dragon Fin	1.39% (4/288) Hungry Cookpot		0.35% (1/288)
Combat King 004	1.39% (4/288) '-		

[PERFECT GAME NOTE 21]

Angelo Search is brilliant: It allows you to attempt a Perfect Game while still having a REAL LIFE! And we all know that real life can be great if you treat it great, so in short, Angelo Search is great. Let it run overnights (do it at your own risk - PC works better than Playstations - Emulators are perfect - set them at max speed for up to 5x faster searching).

However.. have no illusions. If Angelo searches 6 times an hour, it will still take approx 48 hours to get a *specific* 1/288 chance item. Chances are you'll get some rare things anyway, but it'll still take time. If it's automated, there isn't much to lose though.

PLEASE LET ME KNOW IF YOU FIND ANY ITEMS NOT MENTIONED IN THE TABLE! THANK YOU!

Hungry Cookpots, Healing Rings, Aegis Amulets, Status Guards, Gold Armors, Moon Curtains, Jet Engines, and Hero Trials are good to find.

- o Strength: Weapon Attack Strength + Natural Strength = Strength (in menu). ======= Strength increases the Physical Attack Power.
- o Vitality: Vitality increases the Defense VS Physical Attacks.
- o Magic: Magic increases the Power of Magical Attacks.
- o Spirit: Spirit increases the Defense VS Magical Attacks.

o Speed: - Speed determines how fast the ATB bar fills. ===== - The table below shows how long it takes to fill (in seconds):

- o Evasion%: Evasion% determines how frequently attacks are dodged. =======
- o Hit%: Hit% determines how frequently attacks hit their target.

 ===== 255% Hit% is a guaranteed hit. Anything above 100 will almost always hit the target.
- o Luck: Luck determines how often you get a critical hit. ==== - Formula is like this: Critical Hit Rate % = [[Luck+1]/256]*100

This section is only of relevance to you if you want to check how damage is calculated in FF8. A few basic math skills are needed, and you need to know that if something is between brackets like this [], then it needs to be rounded down.

```
Physical Damage Formula:
```

```
[[[[[Str^2 / 16 + Str] * [265-Vit]]/256] * Power] / 32] * 2
```

Power = 20 for Physical Attacks, or when a Limit Break is used, a special number which can be found in the Limit Break Section of this Guide {CHR}.

This damage is then randomized in a small range, so damage will very slighly.

Note/Tip: Meltdown will make Vitality and Spirit of the enemy 0. Saves you a lot of time looking up any values, and it's always 100% correct. Meltdown works on any enemy, so use it.

Example: Irvine is fighting a Gayla Level 73. You look up it's Vitality stat, or in this case you estimate it to be 51 Vitality. Irvine has 70 Strength (this is Strength + Weapon Strength in one, take the number that shows up in the menu). He uses Normal Ammo from his Limit Break, which has a Power of 17. We put this in the formula:

```
[70^2/16+70] = 376

[376 * [265-51]] = 80464

[80464 / 256] = 314
```

```
[314 * 17] = 5338
[5338 / 32] = 166
```

166 * 2 = 332

If Irvine does a Critical Hit, then double the damage. For Squall and Seifer, if they trigger their gunblade correctly, then * 1.5 damage.

So he'll do around 332 damage every shot. If you wanted to compare his normal physical attack, you'd simply imput 20 as Power in the formula.

SpellPower = The Power of the Magic Spell. You can look this number up in the Magic Section of this Guide {INF-2}. Many of Quistis' Limit Breaks also fall under this formula, simply because they're magical.

Gatling Gun is the only one that is Physcal.

Note: Interesting to note is that with 255 Magic, the enemy's Spirit at 0, and a Level 4 Crisis Level, Shockwave Pulsar will have a SpellPower of 250 and can inflict a maximum amount of damage around 32671. That's a LOT less than all the guys can inflict with their Limit Breaks.

When you depart for the Forest Owls Mission on Disc 1, talk to Cid and you'll receive the mysterious Magical Lamp. If you forget to talk to Cid he'll actually give it to you automatically, but only if you attempt to walk out of the Garden. If you try to walk inside, Cid will be gone and you can leave the Garden and miss out on the Magical Lamp.. A bad idea, because it's unique. You can still go talk to Cid on the 3rd floor, but only at this time.

The Magical Lamp, when used, initiates a boss fight with the GF Diablos. You can use this item whenever you want to, even during Laguna dreams. For a strategy on the boss fight, check entry {BOSS-8}. Basically Blind Diablos, use his own Demi, and use Limit Breaks. When you have Diablos, you can learn many useful abilities such as the noteworthy Enc-None, which riddens you of random encounters.

CHECKLIST

Head to Dollet, which can be done as early as Disc 1 when you depart for Galbadia Garden. Just leave the train and walk to Dollet. Head over to the pub and beat the pub owner at a game of Triple Triad. Follow him. In this private room, talk to him normally to receive:

Geezard Card x5, Red Bat Card x4, Buel Card x3, Anacondaur Card x2, Cactuar Card

There are also 3 magazine piles here. Here's what they yield:

Note about Anacondaurs

Note about Goofy magazine BOO! Monthly

Note about a Card Game with Laguna

Note about New Pub Owner

Pile on upper left:

Note about Pub Owner's journal Note about Pub Owner's journal

You can get as many items you want from the first pile, all you have to do is exit the room and enter again. Be SURE to get the Occult Fan II. Challenge the pub owner and win the Siren Card from him.

Head back into the pub and ask the Queen of Cards about her artist father. Now we will do the "Bone Quest". Note that you can also do this quest on Disc 3, and the rewards'll be better than Disc 1:

```
Disc 1: Potion, Phoenix Down, Soft.
Disc 3: X-Potion, Mega-Potion, Elixir.
```

Head further down the street, and you'll come across a dog and a boy in the next screen. Talk to the boy and follow him inside. Check the painting and talk to the boy. Now go outside and Squall will note there used to be a dog here. Head

to the town square and talk to the dog. Look under the bone to receive a Potion. Head back to the old man's house and check the painting after the scene, and talk to the boy. Now head over to the street at the pub's entrance, and talk to the dog. Look underneath the bone to receive a Phoenix Down. Head back to the house and check the painting a final time. Head outside, talk to the dog, and you'll receive a Soft. The quest is now over.

Head to the Tomb of the Unknown King, which looks like a pile of grass near Deling City, and enter the Tomb.

Note: From now on, "Up" means both "Up" and "Follow the linear path".

Go up, and inspect the sword. Write down the number. You're basically done now for the mandatory part. However, if you want to get the next GF, read on.

Directions from the screen with the sword: Right, Up, Right, Up, Right, Up. Here, Sacred must be fought. However, he'll flee from battle very quickly.

Directions: Down, Up, Right, Up, Right, Up, Right, Up. Here, pull the lever at the right to release the waterflow. Also make SURE you draw Float from the Draw point on the left.

Directions: Down, Up, Right, Up, Right, Up, Right, Up. Check the machine on the left to lower the bridge in the middle of the Tomb.

Directions: Down, Up, Right, Up, Right, Up, Right, Up. You're back outside, so you can save your game.

Head back inside and go all the way up to fight Sacred & Minotaur, aka Brothers. For a boss strategy, check entry {BOSS-11} or {BOSS-12}. After the fight, the GF Brothers is yours, and you receive the Sacred and Minotaur Card.

Head to Winhill, which is located on the southwestern part of the Galbadian Continent. Things should look familiar when you enter, since you've dreamt of this place before and explored it as Laguna.

Enter from the north and you'll be at the townsquare. If you enter from the south, you'll have to make your way to the townsquare first. Enter the big

mansion on the north and talk to the owner on the stairs. He'll mention his vase broke into pieces, so let's look for them.

- 1. Check the armor suit in the Mansion (MUST have Irvine or Quisis in party)
- 2. Raine's House on the left of the townsquare. Talk to the woman upstairs until she mentions the smell of the flowers downstairs. Check the lower right table with the flowers, then inspect the ghost. Examine the cat for the piece.
- 3. In the flower house with the old lady, inspect the lower right flowers on the foreground to find another piece.
- 4. The last piece is found by kicking a crossing Chicobo at the Chocobo path.

Note: Kick two more Chicobo's to find a Phoenix Pinion and Gysahl Greens.

Keep kicking them and a Chocobo will launch you in the air!

Bring the pieces back to the owner and he'll reward you with a Holy Stone.

From Centra, head to the northern most continent - simply head 'down' from the southern part of the worldmap. Look around for an igloo shaped structure. This is Shumi Village. Enter.

You'll come across a few Shumi Tribes on the left. They are watching an Ultima Draw Point, and you have to pay 5000 Gil if you want to use it. Since money is no longer an issue, do so, and draw with your highest Magic user. It is in fact possible to get 100 Ultima now, and all you need to do is walk around to refill the draw point. However, when a draw point is *just* refilled, it will be at weak strength (and you'll draw around 5 of the spell on field draw points). The longer you walk around when it's re-charged, the better it charges. I got 100 Ultima's here on Squall by running around and refilling the draw point, then immediately drawing, and it took a little less than an hour (I did get 15 Ultima from the Fisherman's Horizon Draw Point). You can also get, say, 85, then do the upcoming quests, and draw when you're done - It'll be recharged for sure.

Enter the elevator to go downstairs. Ignore the first few houses, you can't do anything there now. The first shumi at the table has some info though. Head left until you reach two houses (and a pool with a frog). The house on the right is the home of an Artisan, much like Grease Monkey (remember this). Talk to him a few times, and also grab the Timber Maniacs magazine lying around. The house on the left has as Sculptor Shumi in the back. Talk to him, then head back outside.

Go back right, and enter the house where the Moomba sits in front of. After the scene, attempt to leave, and you'll be given a quest. Head back to Sculptor. You must find him several stones. Their locations are like this:

Blue Stone: It's on the left of the Laguna Statue.. *Eyeroll*

Wind Stone: Stone next to the hotel (near elevator)

Life Stone: Check the roots right of the Mayor's House

Shadow Stone: Head back up to the screen with Ultima; Check shadows on the right

Fake Water Stone: In the well with the frog Real Water Stone: Artisan's House, check the left part of the kitchen

Whenever you've found a stone, report back. At the end, talk twice, then report to the Elder. After the scene, you'll get a Phoenix Pinion. Pick the "Explain" option.

The Phoenix Pinion item summons Phoenix in battle. However, once you've summoned Phoenix at least once, there will be a 12.5% chance that Phoenix appears when all your party members die in a future fight, saving you from a Game Over!

You're not done with this quest yet. Head back to the workshop and talk to the Attendant. Return to the Elder and talk to him. Go outside and talk to the Moomba, after which you should return to the workshop again and talk to the Attendant. Now head back to the Elder again. Go to the workshop and talk to the Attendant again. Head over to the Artisan's house now, and talk to him. Again, head over to the Elder and talk.

Now, head all the way back to Fisherman's Horizon, go speak with the Grease Monkey (house near the station), and he'll send you back with the Moomba Doll. Go to Artisan's House in Shumi Village and the Moomba Doll will do it's work. Head outside, and depending on if you did the Master Fisherman's Quest in FH, the Master Fisherman makes a cameo in this quest. Return to the Elder to receive your reward: A Status Guard. This item teaches a GF the ST-Def-J x4 ability.

Head to the southern continent. The northern part of this continent holds a triangular shaped ruin, this is what you're looking for. Save, then enter the Centra Ruins.

The Centra Ruins are the home of two GF's: Odin and Tonberry. However, Odin will not always quite help you. He tends to appear and kill enemies randomly, while you'll often need to mug something from these enemies. Another reason to *NOT* get Odin *right now* is that if you do, he will be replaced by Gilgamesh on Disc4. Gilgamesh is a bigger nuisance than Odin, because he doesn't come at the start of the battle - he comes *randomly* during the battle. This can really screw you over when you like to profit from "Angelo Searching" overnight. Then again, if you don't really care about rare items, get Odin now.

GETTING ODIN:

Walk upstairs all the way until you can go inside the building and ride the ancient square elevator up. Here, climb the left ladder up and go inside the room. Flip the switch here and go back down. Inspect the glowing altar and a stairway will reveal on the right. Go upstairs.

In this screen there's a ladder on the left, a closed door in the middle, and stairs on the right. Climb the ladder on the left and take out the eye of the

gargoyle statue. Now climb down the ladder again and take the right stairs up. In this screen, go up as far as you can. There is a ladder on the left, and another gargoyle statue resides at the very top of the structure. Put in the eye and you'll get a code (Write this down, it's random). Take out both eyes and return to the other gargoyle statue. Insert both eyes, and input the code which shows up on the right. The door below will now open, and Odin can be fought inside.

```
|Name: Odin |
                                            {BOSS-58}
Level Range: 1-100 | HP Range: 1300-31000 | AP: 20 | EXP: 0
| Elemental Weakness(es): ---
Status Weakness(es): Vit0, The End.
|-----
DRAW LIST: Lvl 1-19: Stop, Death, Double, Triple
        Lvl 20-29: Stop, Death, Double, Triple
           30+: Stop, Death, Double, Triple
               Card Mod Common: ---
                                Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Luck-J Scroll |1x Luck-J Scroll|1x Luck-J Scroll |1x Luck-J Scroll
|20-29|1x Luck-J Scroll |1x Luck-J Scroll|1x Luck-J Scroll |1x Luck-J Scroll
 30+|1x Luck-J Scroll |1x Luck-J Scroll|1x Luck-J Scroll |1x Luck-J Scroll
|------
DROPS LIST:
               |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|8x G-Mega-Potion |8x G-Mega-Potion|8x G-Mega-Potion |8x G-Mega-Potion
|20-29|8x G-Mega-Potion |8x G-Mega-Potion|8x G-Mega-Potion |8x G-Mega-Potion
 30+|8x G-Mega-Potion |8x G-Mega-Potion|8x G-Mega-Potion |8x G-Mega-Potion
Strategy: Odin NEVER attacks. If the timer runs out, he'll use Zantetsuken
----- which always kills everyone 100%. In other words, simply defeat
Odin before the timer runs out. Steal the Luck-J Scroll from him, and draw
Triple from him. After that, defeat him.
·------
```

END OF GETTING ODIN

[PERFECT GAME NOTE 13]

Get Odin on Disc4, when you're done with all that you need. It's probably going to be the last thing you do: Getting Odin.

However, we can still get Tonberry now. In fact, I strongly advise you to get Tonberry right now, because he is the best GF in the game - ability wise.

A timer of 20 minutes will start when you enter the Centra Ruins. Go to the 2nd screen of the area and keep running around here. You'll start to encounter only Tonberries here. These are nasty creatures: They walk up to you and stab you, or they use Everyone's Grudge, which deals alot of damage: [20 * #enemies killed]. To ridden yourself quickly of these pests, keep Irvine and Squall in yellow HP, and have a very good Str-junction on them. Unleash their limits (Demolition Ammo works well for Irvine) a few times and the Tonberry will be toast.

[PERFECT GAME NOTE 14]

Make sure your characters don't get killed, since Tonberries are risky enemies.

Do this 20 times (or so), keep count of how many you've killed, and save outside when you just killed your 19th. When you kill another Tonberry around this number, Tonberry King will immediately show up to fight you. Use entry {BOSS-26} for a strategy, which involves many Limit Breaks.

Head to the small, round shaped forest near Shumi Village.

Talk to the boy, who will explain the game to you. In short: Square brings up the menu. From there you can select the ChocoSonar, which you can use by holding down Triangle. The more the red bar gets filled up, the closer you are at a spot that holds a Chicobo (little Chocobo).

When you are at a spot where you think a Chicobo is, go into the menu with Square, and select the ChocoZiner. Press Triangle at the correct spot and this basically drops one or more Chicobo's to the ground. Your goal is to have only *one* Chicobo on the ground, then approach it and talk to it to get the mother Chocobo to appear. At this point, you can search around (with Triangle) to find items, in fact always Stones of some kind (Ultima Stones, Meteor Stones, etc). Below are the locations and solutions of all 6 Chocobo Forests. After that, there is one last Forest that only holds a reward, no puzzles. Let's begin!

```
ChocoBoy Sells:
```

```
o ChocoWhis = (1st time = 1000 Gil)
(When lost = 700 Gil)
```

o Hints = 100 Gil o Gysahl Greens = 600 Gil o Question = 10 Gil o Help Me = 1200 Gil

```
1. "The Beginner's Forest"
```

Location: Near Shumi Village

Item: Aura Stone
Buy: 1x Gysahl Greens

Difficulty: Beginner

Solution Map:

| X | 1 = Use ChocoZiner | X = Find Item | C | C

2. "The Basics Snowfield"

| 1 = Use ChocoZiner | 2 OR 3 = Use ChocoZ 2 OR 3 = Use ChocoZiner

3. "The Roaming Forest"

Location: North of Trabia Garden | X | 1 OR 2 = Use ChocoZiner

Items: Shell Stone, Holy Stone | 2 | 3 = Use ChocoZiner

Buy: 5x Gysahl Greens | 4 = Use ChocoZiner

Difficulty: Medium

Solution Map:

______ C = ChocoBoy

3 | 1 OR 2 = Use ChocoZiner ./ X = Find Items

.---- C = ChocoBoy

\ 1 / 1 = Use ChocoZiner \ / X = Find Items \ CX/ (move ChocoBo

Solution Map:

4. "Forest of Solitude"

Location: North-eastern tip of the

northern Centra Continent. Walk around the mountains

Items: Protect Stone, Meteor Stone
Buy: 5x Gysahl Greens

Difficulty: Medium & Annoying

Solution: http://www.gamefaqs.com/console/psx/file/197343/26097

Challenge ChocoBoy to a game of cards, and ask him to move away, and Note:

move more. That son of a chocobo was standing on the item spot!

5. "Forest of Fun"

Buy: 10x Gysahl Greens

Difficulty: Medium/Hard

Solution Map:

(move ChocoBoy)

1 | X = Find Items

Solution Map:

6. "The Enclosed Forest"

Location: South-eastern part of

the Centra Continent.

.---- C = ChocoBoy

\. 5 | 2 = Use ChocoZiner

7. "The Chocobo Sanctuary"

Location: North-eastern part of the Esthar Continent. Can only reach by this riding a Chocobo from "The Roaming Forest" north of Trabia Garden.

Ride the Chocobo east through the shallow waters. Also see the map:

http://www.shillatime.org/finalfantasy8/chocobo-sanctuary.jpg

Items: Chicobo Card

"Buy": 1x Gysahl Greens (from Chicobo)

Note: Go to this forest when you've completed the previous 6 forests.

After you have fought the Oilboyle bosses, you can look around in Balamb Garden for the following four CC-Group members:

- 1. Head to the main hall and look around for a SeeD. If he says something about the CC-Group, then that's the guy. He is called Jack. He will only allow you to challenge him if you have won 15+ Card games in Balamb Garden. Games that do NOT count are games played in: Library, Cafetaria, Classroom. All else will count. Beat Jack to continue.
- 2. Head to the training center. A man will randomly appear on the right path of the training center: He is the same man from the prison, who sold items. You can challenge him anytime after beating Jack. Beat him for the first time and he will upgrade your Battle Meter (if you have it) with the GF Report. You can also win the Rare Card Leviathan from him, but he only plays it in about 1/16 games, so it can take a while.
- 3. Go to the hall with exits to the Cafetaria, Dormitory, and Parking Lot. Look around for a SeeD. This is Club, and he'll randomly walk into this hall. Beat him to continue the quest.
- 4. Head back to the Main Hall, and look around for a girl twin. When they stop at the Lobby, challenge them, and beat them.

Note: You can win all Level 7 Boss Cards from the CC-Group members. Especially the Diamond Duo use these cards plenty. I suggest you get at least one of each Level 7 Boss Card.

To find the next member, you'll have to wait until you've crashed into Fisherman's Horizon:

5. Another CC-Group member can now be played. The guy who gave you the first set of cards is no other than Spade, found on the 2nd Floor Hallway. Beat him.

After all events in Fisherman's Horizon, you can look around for the final two members of the CC-Group:

- 6. Head to the bridge and challenge Xu. Yep she's the CC-Group Heart. Beat her and try to win the Carbuncle Card from her.
- 7. Talk to Nida on the bridge after beating Heart/Xu. Now go to the Infirmary and challenge Kadowaki to a game of cards. She'll mention she was the former CC-Group King. Now head to the Dormitory and keep resting until King appears. Beat King and try to win the Gilgamesh Card. If you don't win it the first time, you can challenge King any time after this, King will be on the bridge.

Once you depart for the Forest Owls Mission, it's a good idea to start the Queen of Cards Quest. She is the lady standing in front of the station in Balamb. If you lose a certain rare card to her, she'll move to a different place on the world. In order to get the most out of this quest, we'll move her between Dollet and Balamb for most of the game. Below is a list of how the Queen moves around:

```
Location:
        |Can move to:
|Dollet (37.5%), Deling City (62.5%)
Balamb
          |Balamb (37.5%), Deling City (62.5%)
Dollet
| Shumi Village | Balamb (25%), Dollet (50%), Lunar Gate (25%)
          |Deling City (37.5%), Dollet (37.5%), FH (25%)
Winhill
FH
          |Dollet (12.5%), Winhill (25%), Esthar (62.5%)
         |Dollet (12.5%), Shumi Village (25%), FH (12.5%), Lunar Gate (50%)
Esthar
Lunar Gate Random Area (Any area, no clue given)
```

Note: FH stands for Fisherman's Horizon.

Locations of the new cards:

Lose this card:	Win this card:	Location of new card:	
=======================================	=======================================		
MiniMog	Kiros	Deling City:Man in black across Junk Shop	
Sacred	Irvine	FH: Flo (Mayor Dobe's wife) at mayor's house	
Chicobo	Chubby Chacaba	Ralamb Garden: Student on bench in main hall	

Alexander	Doomtrain	Timber: Pub's Owner in the upper right corner	
Doomtrain	Phoenix	Esthar: Presidential Palace; Assistant in blu	e

Note: All old cards can be won from the Queen's son in Dollet.

Lose MiniMog Card:

At Balamb you can start the quest, and it requires you to LOSE the MiniMog Card to the Queen. After losing it to her, talk to her and she'll tell you she will be moving to a different area. If she says she's going to Dollet, then bingo! Otherwise, if she says she's going to Galbadia (Deling City), reset the game, because we need her in Dollet if we want the quest to go smoothly. If you keep getting the same result (Galbadia), then something is wrong and you need to play a game or two with someone, then save again, then try again.

Re-win MiniMog Card:

Once you can go to Dollet, do so. Here, talk to the Queen and ask her about her artist father. Looks like he made a new card based on the MiniMog Card you gave her. You can win the MiniMog Card back from the Queen's son (the brat) in the artist's house. Any future cards lost to the Queen can be gotten from him.

Lose + Rewin Sacred Card:

Once you've done the Tomb of the Unknown King Quest, head back to Dollet and lose the Sacred Card to the Queen. Make sure you send her back to Balamb, just to make life easier on yourself. Also, since you're here, re-win the Sacred Card back from her son.

Win Kiros Card:

When you're in Deling City, head to the street with the shop in it. Look for a black across the street, and challenge him for a game of cards. He holds the Kiros Card. Once you've won this card, you can mod it into three Accelerators - An item that teaches a GF the ability Auto-Haste! This is an AWESOME ability to have because your characters will then have the status Haste permanently (even after death), but this also grants 100% immunity to Slow and Stop. Ok, admittedly the Kiros Card is an awesome playing card, but Card Modding it gives too good rewards, so just do it.

Win Irvine Card:

When you're in Fisherman's Horizon on Disc 2, win the Irvine Card from Flo, the Mayor's Wife. She can be found in the Mayor's house.

Lose + Re-win Chicobo Card:

After the Garden is mobile and after you've done the Chocobo Forests Quest, lose the Chicobo Card to the Queen. Send her, as usual, to Dollet. Go to Dollet and re-win the Chicobo Card from her son.

Win Chubby Chocobo Card:

Now go inside Balamb Garden and challenge the student who's sitting on a bench in the main hall that's right from the lobby. Win the Chubby Chocobo Card from him.

Lose + Rewin Alexander Card:

Once you're near the end of Disc 3, and you have won the Alexander Card from Piet (Lunar Base, or Crash Site), lose this card to the Queen (who should still be in Dollet). Move her to Balamb as usual. Also re-win the card.

Win Doomtrain Card:

Head to Timber and enter the Pub. Challenge the owner to a game of cards and win the Doomtrain Card from him. This can take a really long time, because he tends to not use it very often..

Lose + Re-win Doomtrain Card:

Lose your freshly won Doomtrain Card (which apparently is needed to create a new card too.. Yeah, I'm confused. Didn't the artist already MAKE this card? Why'd he want to see it for inspiration.. it doesn't make sense.. either way..). Once you've lost it to the Queen (send her to Dollet.. or if you want, Shumi Village) you can re-win the card from her son in Dollet.

Win Phoenix Card:

The last card can now be won from the Presidential Aide in blue who is located in the Presidential Palace in Esthar.

I don't really like this quest, because the rewards aren't all that great when you're already on Disc 3, so let's quickly get it out of the way. Go to the lake near Timber, and examine the edge. Try humming several times and a creature will talk to you. Talk to it several times, and it will want you to find it's friend Mr. Monkey. Go to the Forest near Dollet and find Mr. Monkey. Throw a rock at it and sing, then return to Obel Lake. Talk several times and it'll give clues. Get all the clues, then skip rocks until you get the message: "The rock skipped many many times."

Head back to Mr. Monkey and throw rocks at him until you get a stone with a clue on it. Head to Mandy Beach now, and this time I don't mean the actual beach, but the long-stretched island northeast of timber, near the horizon. Search it for another rock with a clue.

After this, head to the Balamb beach and keep searching for a rock with a clue. When you've found it, head to the canyon on Galbadia. Look for a river, and land the Ragnarok on top of the canyon. Inspect the crack where the river connects to the canyon and beat 2x Thrustaevis to get the fourth rock. Now that you have the rocks, head back to Obel Lake and show the rocks.

Head over to Mordred Plains now, which is what the rocks say when you read from up to down, and right to left. Mordred Plains are the large plains north of Esthar. Here, in short, are several colored stones. The red rocks always lie, so do the opposite of what they say and you'll eventually find the treasure when you see the message: "The treasure's not here". Search that spot again to find a Three Stars.

Now head to Eldbeak Peninsula, which refers to the tip of an island southwest of the Trabia Continent. Here, search around for another clue. The clue is: Treasure At Minde Isle. This is an island southwest of Esthar, which you should search thoroughly to find a Luck-J Scroll.

There may have been places where you've seen a UFO come flying by, even when you had Enc-None on. Try to see the UFO at the following four places (just once):

- Mandy Beach (East of Timber)
- Kashkabald Desert (East Centra Continent)
- Winhill Bluffs (Around Winhill)
- Trabia Heath Peninsula (Small Island East of Trabia Continent)

Now go to the top of the canyon at Grandidi Forest. This is where the final Chocobo Forest is located. Walk around on top of the canyon and you'll encounter the UFO. Beat it up and you'll receive an Aegis Amulet.

Now, be SURE to have at least 5 Elixirs in your inventory (buy them from 'Esthar Shop!!!') and give someone the item command. Head back to the crater where Balamb Garden used to be located at and you'll find PuPu, in need for some Elixirs because some cruel person destroyed it's UFO... Give him the 5 Elixirs and you'll be rewarded with the PuPu Card.

Note: You can Devour PuPu for Speed +1, and winning the battle gives you an Accelerator. However, these things are not unique, and you DO NOT get the PuPu Card this way. There is only ONE PuPu Card in the game, so I HIGHLY recommend you to get it.

[PERFECT GAME NOTE 20]

Give PuPu the 5 Elixirs and get the PuPu Card - No questions asked. Do not ever mod or lose the PuPu card. Never ever. There is only 1.

When you get back at the worldmap after you've been to Esthar, Head to Tear's Point. You can walk all the way to the end to find the Solomon Ring. To use

this ring (to obtain the GF Doomtrain), you must have:

- 6x Malboro Tentacles
- 6x Remedy+
- 6x Steel Pipes

You can get Malboro Tentacles from, well, Malboro's, you'll have to refine the Remedy+ from Remedies (use Alexander's Med LV Up), and you can get Steel Pipes from Wendigo's.. or modding Elastoid Cards. Simply use the Solomon Ring in the menu to obtain Doomtrain, who will instantly join you.

Head over to Cactuar Island which is the small desert island east from the Centra Kaskabald Desert. A little green Cactuar keeps popping up.. although.. little may not be the correct description. Check your junctions first, (junction Water to Elemental Attack, and remove any Mug ability), and approach our 'little' green f(r)iend. Check the boss strategy at entry {BOSS-36}.

[PERFECT GAME NOTE 18]

Just a precaution: Do not let Jumbo Cactuar hit anyone with the 10000 Needles attack, since it'll instantly KO a party member. Either defeat it quickly, or use Invincibility (Invincible Moon, Hero/Holy War items).

Jumbo Cactuar comes with the five main 'Bonus' abilities, which are great for building up a character as you level up.

Head to the lower left corner of the worldmap and search around for a small island/structure. This is the Deep Sea Research Center.

Enter the Deep Sea Research Center. Be sure to have proper junctions! Inside, your goal is to approach the flashing core in the middle. However, you can ONLY walk a few steps if the core isn't flashing. If the light's on and you walk, you will instantly get into an encounter. After walking for a few minutes, check the core. Pick the following answers: "It's not our will to fight", then "Never" and lastly, pick the hidden option below the other two: "It's our nature". Note that after the first two answers, you'll face two Ruby Dragons, one of the strongest enemies in the game, and the second one means a 100% back attack. Have high Vitality junctions. After the third answer, fight the GF Bahamut. Use boss entry {BOSS-37} for a strategy.

After it's defeat, Bahamut will join you. Another Mug ability and Auto-Protect are very useful in particular. Rare Item may seem awesome, but don't be fooled. It only increase the chances for the 2nd item (normally 20% chance), and it REDUCES the chance of getting rare items. I know - it kind of sucks. There are only a few possibilities where it's in fact useful, and those are mostly under special and rare circumstances.

Exit to the Ragnarok and go to the passenger room. From now on, you can enter the deeper levels of the Deep Sea Research Center. Before we continue, I will give you a WARNING with some explanations.

USEFUL FIXED ENCOUNTERS!

- This place is where you can find Ultima Weapon, from which you can draw the GF Eden, get the Eden Card, and get 100 Ultima Stones. You can also draw Ultima from it. HOWEVER...
- It's possible to get FIXED encounters with RARE and USEFUL enemies here. If you defeat Ultima Weapon, these encounters will be GONE FOREVER. Because these encounters include Tri-Faces, and these enemies drop Curse Spikes, this is the perfect place for farming those items.
- 100x Curse Spikes refine into 1x Dark Matter (Tool-RF, Siren at Lvl 100).

 Dark Matter refines into Shaman Stone (and Rosetta Stone), or 100 Ultima, or
 Luck J-Scroll (and thus Luck Up). It is basically the best item in the game,
 and this is the fastest and most reliable source.
- In short: Draw Eden from a boss on Disc 4, get the Eden Card from the CCGroup on Disc 4, and let Ultima Weapon live. You can get Ultima magic by other means quite easily (like the mentioned Dark Matter, or Energy Crystals).

[PERFECT GAME NOTE 19]

For perfect game attempts, it's out of the question to kill Ultima Weapon. You really, really NEED the fixed encounters here, or you might as well start the entire game again. That would take less time than trying to max Luck without it, just to name one thing. The fixed encounters are very, VERY important. I can not stress this enough. Ultima Weapon holds nothing unique, nothing. Besides, this way you can 'play' with it whenever you want it (and re-load, of course).

To get to the fixed encounters, put Zell in your party and climb down the hole. Follow these steps to get to the deep excavation site.

1. IF YOU WANT FIXED ENCOUNTERS (BUT DON'T WANT TO KILL ULTIMA WEAPON):

- Talk to your party members and Squall will examine a terminal. Choose "Yes", and 4 Steam Units will automatically be used.

Note: This first panel can also reset the whole area. You will then start with 16 Steam Units (and have access to floor 2 like normal).

- Head down to level 2. Here, use 1 Steam Unit at the terminal. Head to Lvl 3.
- Here, again use only 1 Steam Unit and go to the next level.

- On level 4, use one Steam Unit and go to level 5.
- On level 5, use one Steam Unit, and go to level 6.
- With Zell in your party, and if you have 13 Steam Units or less, he'll punch the door open for you, which saves you 4 Steam Units. You need 10 units to fight Ultima Weapon (but you really shouldn't).

In the next screen, try to go to the Save Point. Hey! Fixed encounter with Tri-Faces here. Make sure to have Enc-None on, so you don't get any random encounters, and only the fixed ones. There are three fixed encounters in this screen. If you go down more, you'll get other fixed encounters:

1st screen: Tri-Face
2nd screen: Grendel & Imp
3rd screen: Behemoth
4th screen: Ruby Dragon
5th screen: 2x Iron Giant

2. IF YOU WANT TO KILL ULTIMA WEAPON:

Sure, you *can* also kill Ultima Weapon by using the 'steam scheme' above, but using the next scheme has two advantages:

- 1. You can easily walk down without the fixed encounters bothering you.
- 2. You can access the Steam Refill room, which will otherwise be permanently locked. This isn't much of an issue, but it is if you're doing a Perfect Game since in this room you can also encounter the rare Oilboyle enemies. You can also easily encounter the fairly uncommon enemy Blue Dragon here.

Either way, if you're really, really sure you're gonna go beat Ultima Weapon, use the below scheme to get down:

- Examine the first panel, which uses 4 Steam Units. Go down.
- On this 2nd level, use 2 Steam Units. Go down.
- On the 3rd level, use 1 Steam Unit to unlock level 4, but ALSO examine the left panel and spend 4 Steam Units here to unlock the Steam Resupply Room (the door with the zero on it now opens). Go inside the Steam Resupply Room and replenish 7 Steam Units (you can't move on unless you do this). There is also an Esuna Draw Point here.. Now go down to level 4.
- On the 4th level, use 1 Steam Unit (what else?). Go down.
- On the 5th level, use 1 Steam Unit again and go down.
- On the 6th level, examine the machinery to expend 4 Steam Units.

 Now you have the 10 Units left that are required at the very bottom.

WARNING

When you have truly gotten everything you needed to get out of the above fixed encounters, you can go challenge Ultima Weapon. Do note that Ultima Weapon does not hold anything unique: Eden can be drawed from Tiamat (Disc 4), the Eden Card can be won from any CC-Group member on Disc 4, and the 100 Ultima Stones, well, you can get that in one way or another too.

My personal suggestion would be to keep Ultima Weapon alive, simply because you never know when you need the fixed encounters (besides, they're almost always useful), and you can "play" with Ultima Weapon anytime you want.

Either way, when you reach the bottom of the Deep Sea Research Center with 10 Steam Units, you can fight Ultima Weapon..

```
DRAW THE GF EDEN!!
Name: Ultima Weapon
Level Range: 1-100 | HP Range: 51100-160000 | AP: 100 | EXP: 0
Elemental Weakness(es): ---
Status Weakness(es): Vit0, The End.
|-----
DRAW LIST: Lvl 1-19: Regen, Dispel, Ultima, Eden
         Lvl 20-29: Regen, Dispel, Ultima, Eden
         Lvl 30+: Regen, Dispel, Ultima, Eden
                 | Card Mod Common: --- | Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                           |~4.7% chance:
1-19|1x Three Stars | 1x Three Stars | 1x Three Stars
                                            1x Three Stars
|20-29|1x Three Stars | 1x Three Stars | 1x Three Stars
                                            1x Three Stars
 30+|1x Three Stars |1x Three Stars |1x Three Stars
                                            1x Three Stars
|-----
DROPS LIST:
                 |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|100x Ultima Stone|100x Ultima Stone|100x Ultima Stone|100x Ultima Stone
20-29|100x Ultima Stone|100x Ultima Stone|100x Ultima Stone|100x Ultima Stone
 30+|100x Ultima Stone|100x Ultima Stone|100x Ultima Stone|100x Ultima Stone
Strategy: Ultima Weapon is tough and extremely fast. It's most fearsome
----- attack is Light Pillar, which causes an unblockable 9999 damage to
a single character. It's other attacks (Meteor, Quake, Gravija and Physical)
are strong, but much less dangerous. Gravija will only tear off 75% of your
current HP, and cannot kill you. Use a Megalixir to heal. Meteor is powerful,
so again a Megalixir is the solution. Quake is earth elemental, from which
 you can defend yourself. Physical attacks are annoying, nothing more.
Draw Eden at the start of the battle, then use Cerberus and cast Aura on
everyone. You can now unleash a load of Limit Breaks. If you have Auto-Haste
you can keep up with Ultima Weapon, and Auto-Shell and Auto-Protect would
make the fight even easier. Revive after Light Pillar.
```

Once you're at Ultimecia's Castle, head through the 2nd portal. You'll end up somewhere on the Centra Continent. The Ragnarok is near the Kashkabald Desert, but reaching it on foot is impossible.

Head north from the portal and go around the mountains to find a Chocobo Forest. If you've already solved it, great, if not, get yourself a Chocobo. With the Chocobo, head back to the portal, and head all the way south from here. From the beach, cross the shallow sea and go west until you reach the southern part of the continent. You're now nearby Edea's House. From here it's not very hard, since you can simply run all the way east to Kashkabald Desert. You'll have to run through the cracks of the mountains with the Chocobo, and go northeast from here to find the Ragnarok.

The Ragnarok is north from the desert. You can also find a Portal nearby. Go through to unlock a fourth, previously hidden portal to Ultimecia's Castle. This may be useful for whenever you want to go to Kashkabald Desert. Now that you have the Ragnarok, you can explore the world again. Then again, there's not that much to explore, since all towns are closed off. You can still, however, challenge all CC Members on the Ragnarok if you completed that quest.

Especially the Left Diamond girl is worth playing against, because she can use any rare card you modded, including the cards that the Queen of Cards normally only holds. Plus, the Left Diamond Girl always uses the first Rare Card that is missing from your list, and she often uses any Rare Cards she can use.

Please note that the PuPu Card is NEVER played, not even by Left Diamond girl.

Once you've got access to Ultimecia's Castle you can attempt this godly foe. I suggest unlocking all the seals first, because this is not an easy battle.

Omega Weapon. The most powerful enemy in FF8. Rewards: Almost nothing. You can beat this creature to satisfy yourself.. It's a challenge, but it's certainly not impossible. Are you up for the challenge? Read on.

First of all, you'll want to prepare yourself. Junction your characters well, so they have at least 255 Strength and 200 Vitality. You can do with less, but that will certainly do. Also equip the following abilities:

Command Abilities: Character Abilities:

```
Squall: Zell: Irvine: o Auto-Haste o Auto-Protect
```

Defend GF Defend o Auto-Shell
Magic Revive Magic o HP+80% (or Str+60% or Vit+60%)
Item Item

- Elem Def-J doesn't matter, Omega Weapon doesn't use Elemental Attacks.
- 100x Death to ST Def-J on all characters.
- Other ST Def-J don't matter, because Omega doesn't inflict other statuses.
- Junction Triple to Speed and Tornado to Eva-J. This will give you a decent evasion stat which will cause Omega's Physical attacks to sometimes miss.

Make SURE your HP is at 9999. If it's not, then HP+80% will take care of this. Defend comes from either Cactuar or Cerberus. Auto-Haste can be learnt to a GF by the use of an Accelerator, and you can get an easy 3 of those by modding the Kiros Card. Auto-Protect can be learnt by using a Steel Curtain, and you can mod 20x Adamantine into one. Get Adamantines by modding the Minotaur into 10 over and over (well, just 4 times actually). Bahamut already has Auto-Protect. And Auto-Shell is easier. Just mod the Alexander Card into 3x Glow Curtain.

Make sure you have a bunch of Megalixirs in the front of your battle inventory, and if you're cheap, a bunch of Holy War items. You don't need the latter, and it's rather cheap. Also have 100x Fast Ammo, 50+ AP Ammo, and 50+ Pulse Ammo.

When you have the above setup, save your game. Time to kick some Omega butt!

Note: I NEVER save after beating Omega Weapon, because I like to toy around with him when I'm *Ultra Powerful*. But that's just me.;)

Have the guys main party stand at the Party Switch Point at the fountain. Switch to the girls party. From the Main Hall, head upstairs and go right. In this room there'ss a rope. Pull this rope and quickly move to the Party Switch Point. With the guys party, head north into the chapel and face Omega Weapon. You have 60 seconds to pull this off - which is plenty of time.

Note: In the Playstation version, Omega Weapon is ALWAYS Level 100. In the PC Version, he can be any Level.

```
{BOSS-52} |
Name: Omega Weapon
| Level Range: 1-100* | HP Range: 111105-1161000 | AP: 250 | EXP: 0
| Elemental Weakness(es): ---
Status Weakness(es): Vit0, The End.
DRAW LIST: Lvl 1-19: Flare, Holy, Meteor, Ultima
        Lvl 20-29: Flare, Holy, Meteor, Ultima
        Lvl 30+: Flare, Holy, Meteor, Ultima
|------
STEAL LIST: ---
              | Card Mod Common: --- | Card Mod Rare: ---
|------|
DROPS LIST:
              Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|1x Three Stars |1x Three Stars |1x Three Stars
                                      |1x Three Stars
20-29|1x Three Stars |1x Three Stars |1x Three Stars
                                      |1x Three Stars
 30+|1x Three Stars |1x Three Stars |1x Three Stars
                                      1x Three Stars
Strategy: Omega Weapon attacks with a fixed pattern, with a Physical Attack
----- mixed in sometimes. The first attack Omega Weapon uses will be
Lv5 Death, and that won't be used anymore afterwards. The pattern then is:
```

Omega uses: After that you use: o Megalixir o Meteor o Limit Break x3 o Medigo Flame o Megalixir + Defend x2 o Gravija o Terra Break o Limit Break x2 + (Mega)Elixir o Ultima o Limit Break x3 o Light Pillar o Revive REPEAT REPEAT

Omega Weapon opens with Lv5 Death. You will open with Meltdown on him, and Cerberus on yourself, and if you have time Aura x3 on yourself.

Meteor will hurt you, but as long as you have a somewhat decent Spirit stat and/or Auto-Shell, it won't kill anyone. You will have to follow up with a Megalixir anyway, because Medigo Flame deals a fixed 9998 damage to everyone. Now you can use Limit Breaks because Gravija deals 75% off your current HP, but since your HP is 1, it deals 0 damage. Then you'll have to Defend, which will at least block Terra Break for 2 characters. The third might live if you get lucky, so heal him up. High Vitality and Auto-Protect help a great deal against the Physical Terra Break. Then it's Limit Break time again. Light Pillar always deals 9999 damage to someone, so Revive that character. Then the whole pattern repeats itself. You can also cast Aura on your characters, but it won't last very long with Auto-Haste, and you'll often have low HP anyway. Only use it if you have some space to breathe.

| Every now and then Omega will use a Physical Attack. If you dodge it, great, | then it's a free turn for you. If it hurts you, not so great, and try to heal | if Medigo Flame is coming up. If the attack kills the character (unlikely), | quickly Revive that character or use a Phoenix Down.

'-----

You'll get the Three Stars item - crap - and the 'Proof of Omega', which is nothing more than a shiny entry under the Tutorial. But hey, it's your proof!

Rinoa's Card:

You can win this card from General Caraway in his mansion at Deling City. The first opportunity to do this is on Disc 2 when you are in control of Selphie, and you're supposed to head to the missile base. In order to win the Rinoa Card, you must first lose the Ifrit Card. When you attempt to win the Ifrit Card back also, you'll find that Caraway has already lost it to the former Galbadian Garden headmaster Martine. He can be found sitting on an edge on the screen right from the Mayor's House in Fisherman's Horizon, so win the Ifrit Card back.

Master Fisherman:

==========

When you get to Fisherman's Horizon for the first time, climb down the long ladder before riding the elevator down, to find the Master Fisherman. He'll give you the Occult Fan III. Do the quest (described in the walkthrough) and you'll get a Megalixir at the end as a reward. At Shumi Village, he'll make a cameo if you did this quest.

Grease Monkey:

=========

When you are in FH as Squall and Irvine, head the the Grease Monkey's house for a scene, and you'll end up receiving a Mega Phoenix. Come back to the Grease Monkey when Irvine should choose the instruments for everyone and you'll get a Phoenix Down. Check the soldier for 15x Fast Ammo, 10x AP Ammo, 5x Pulse Ammo.

Shiva Card:

========

When you are in Timber, grab the Girl Next Door magazine from a stack in the Timber Maniacs building. Later, on Disc 3, you can give this magazine (or sell) to Zone when you're on the White SeeD Ship, and he'll give you the Shiva Card.

HOWEVER, be WARNED. The Girl Next Door is a unique item, whereas the Shiva Card can also be won from any CC-Group member on Disc 4. It's up to you to decide what you want to do.

Timber Journalist:

===========

After you get out of Timber for the first time on Disc 1, head back and go to the townsquare (where the Timber Maniacs building is located). Talk to a man here and cheer him up to become a journalist. Return to Timber on Disc 2 and talk to him again to receive a rare Pet Nametag, of which there are only 2 of in the game without a PocketStation.

Esthar Shop Gifts:

===========

When you're able to explore Esthar, go visit the shopping mall. Sometimes, when you enter a shop here, you'll be given a gift for free. See the table below:

Cloud's Shop (Esthar Shop): Hi-Potion, X-Potion
Johnny's Shop (Esthar Shop!!!): Hi-Potion, Mega-Potion
Karen's Shop (Esthar Book Store): Hi-Potion, Mega-Phoenix

Cheryl's Shop: Rosetta Stone (May require many attempts)

Crash Site:

========

After the Lunar Base events, you can search for the escape pod on the world map. It is located somewhere on the south-eastern tip of the Esthar Continent. It is invisible, so you'll just have to walk around until you find it. Once you've found it, memorize the location for the remainder of your play-through.

Here you can find Piet (the Lunar Base head-chief) and challenge him to a game of cards to win the Alexander Card if you hadn't already on the Lunar Base.

On Disc 4, you can find the Queen of Cards here, who you can also challenge to a game of cards. You can win the typical Rare Cards from her that her father

created, should you have modded them. Then again, you can also win ANY Rare Card from the Left Diamond Duo girl on the Ragnarok, if you've done the CC-Group Quest earlier.

Example of a GF learning a new ability: Quezacotl needs 50 AP to learn Vit-J. When it's learnt, a new ability will become visible, Elem-Def J. This ability is only unlocked, but not yet learnt. To also learn that ability, gain 160 AP.

					 xp per Lvl Up
 Level 	HP	Atk Power	Ability Name:	 AP:	Unlocks:
	300	275	HP-J	50	
10	754	572	Vit-J	50	Elem-Def J
20	1266	902	Mag-J		
30	1786	1232	Elem-Atk-J	160	
40	2314	1562	Elem-Def-J	100	Elem-Def x2
50	2850	1892	Elem-Defx2	130	
60	3394	2222	Magic		
70	3949	2552	GF		
80	4506	2882	Draw		
90	5074	3212	Item		
100	5650	3542	Card	40	Card Mod
=====	======	======	Mag +20%	60	Mag +40%
GENERA	AL INFO	RMATION:	Mag +40%	120	
=====	======	======	SumMag +10%	40	SumMag +20%
Attack	: Thun	der Storm	SumMag +20%	70	SumMag +30%
			SumMag +30%	140	
Elemer	nt: Lig	htning	GF HP +10%	40	GF HP +20%
[]		GF HP +20%	70		
Location: Balamb		Boost	10		
Garden's student		T Mag-RF	30	Mid Mag-RF	
comput	er.		Mid Mag-RF	60	
			Card Mod	80	

 Na	 me:	Shiva	 		 50 	00 Exp per Lvl Up
Le	vel	HP	Atk Power	Ability Name:	 AP:	Unlocks:
	1		 263	 Str-J	 50	 Elem-Atk-J
1	10	734	564	Vit-J	50	Vit +20%
1	20	1226	897	Spr-J		
1	30	1726	1230	Elem-Atk-J	160	
1	40	2234	1564	Elem-Def-J	100	Elem-Def x2
1	50	2750	1897	Elem-Defx2	130	
1	60	3274	2230	Magic		
1	70	3806	2563	GF		
\top	80	4346	2897	Draw		
T	90	4894	3230	Item		

100 5450 3563	Doom	60	(Be Level 10+)
	Vit +20%	60	Vit +40%
GENERAL INFORMATION:	Vit +40%	120	
	Spr +20%	60	Spr +40%
Attack: Diamond Dust	Spr +40%	120	
	SumMag +10%	40	SumMag +20%
Element: Ice	SumMag +20%	70	SumMag +30%
	SumMag +30%	140	
Location: Balamb	GF HP +10%	40	GF HP +20%
Garden's student	GF HP +20%	70	
computer.	Boost	10	
<u> </u>	I Mag-RF	30	 - [

Name: Ifrit 500 Exp per Lvl Up Ability Name: AP: Unlocks: Atk Power 305 298 || HP-J 50 607 10 | 804 || Str-J 20 | 1366 | 950 | Elem-Atk-J 30 | 1936 | 1293 || Elem-Def-J 100 Elem-Def x2 40 | 2514 1636 || Elem-Defx2 130 50 | 3100 | 1980 || Magic 60 | 3694 | 2323 || GF 70 | 4296 | 2666 || Draw 80 | 4906 | 3009 || Item 90 | 5524 | 3352 || Mad Rush 60 (Be Level 10+) 100 | 6150 | 3695 || Str +20% 60 Str +40% ========|| Str +40% 120 Str Bonus || Str Bonus 100 GENERAL INFORMATION: 40 =======|| SumMag +10% SumMag +20% || SumMag +20% SumMag +30% Attack: Hell Fire --|| SumMag +30% 140 GF HP +20% || GF HP +10% 40 Element: Fire --|| GF HP +20% 70 GF HP +30% |Location: Defeat Ifrit|| GF HP +30% 140 in the Fire Cavern. || Boost 10 30 || F Mag-RF | Ammo-RF 30 (Be Level 10+)

Name: Siren 400 Exp per Lvl Up HP |Atk Power|| Ability Name: AP: Unlocks: 3 | 391 223 | Mag-J 10 | 724 393 || ST Atk-J 20 | 1206 634 || ST Def-J 30 | 1696 875 || ST Def-Jx2 130 40 | 2194 1115 || Magic 50 | 2700 1356 || GF 60 | 3214 1596 || Draw 70 | 3736 1837 || Item 80 | 4266 2078 || Item 90 | 4804 2318 100 Treatment (Be Level 12+) 100 | 5350 | 2559 Mag +20% 60 Mag +40% 120 Mag Bonus Mag +40%

GENERAL INFORMATION:	Mag Bonus	100	
	Move-Find	40	
Attack: Silent Voice	SumMag +10%	40	SumMag +20%
Effect: Silence	SumMag +20%	70	SumMag +30%
	SumMag +30%	140	
Element:	GF HP +10%	40	GF HP +20%
	GF HP +20%	70	GF HP +30%
Location: 1. Draw from	Boost	10	
Elvoret at the Dollet	L Mag-RF	30	
Communications Tower.	ST Med-RF	30	
1	*Tool-RF	30	
2. Draw from Tri-Point '		'	''
in Ultimecia's Castle.	*Note: Only at L	vl 100 d	can Siren convert
	100x Curse Spike	e into 1	lx Dark Matter.

 Level 	HP	Atk Power 	Ability Name:	 AP:	Unlocks:
7	670	529	HP-J	' 	
10	824	632	Str-J	50	Elem-Atk-J
20	1406	977	Spr-J	50	Elem-Def-J
30	1996	1322	Elem-Atk-J	160	
40	2594	1667	Elem-Def-J	100	
50	3200	2012	Magic		
60	3814	2357	GF		
70	4436	2702	Draw		
80	5066	3047	Item		
90	5704	3392	Defend	100	
100	6350	3737	HP +20%		HP +40%
=====	======	======	Mag +40%	120	HP +80%
GENERA	AL INFO	RMATION:	HP +80%	240	HP Bonus
=====	======	======	Cover	100	
Attack	: Brotl	herly Love	HP Bonus	100	
			SumMag +10%	40	SumMag +20%
Elemer	nt: Ear	th	SumMag +20%	70	SumMag +30%
		SumMag +30%	140		
Location: Defeat		GF HP +10%	40	GF HP +20%	
Brothers in the Tomb		GF HP +20%	70	GF HP +30%	
of the Unknown King		GF HP +30%	140		
		1	Boost	10	
				''	

 Name: Diablos							
	Level	HP	Atk Power	Ability Name:	 AP:	Unlocks:	
 	9	730	 9%	 HP-J		 HP +20%	
	10	784	10%	Mag-J			
- [20	1326	20%	Hit-J	120		
	30	1876	30%	Ability x3			
	40	2434	40%	Dark	100		
	50	3000	50%	Magic			
	60	3574	60%	GF			
	70	4156	70%	Draw			
	80	4746	80%	Item			
_	90	5344	90%	HP +20%	60	HP +40%	
	100	5950	100%	HP +40%	120	HP +80%	

========	HP +80%	240	
GENERAL INFORMATION:	Mag +20%	60	Mag +40%
	Mag +40%	120	
Attack: Dark Messenger	Mug	200	
	Enc-Half	30	Enc-None
Element:	Enc-None	100	
	GF HP +10%	40	GF HP +20%
Location: Defeat	GF HP +20%	70	GF HP +30%
Diablos after using	GF HP +30%	140	
the Magical Lamp.	Time Mag-RF	30	
1	ST Mag-RF	30	

Name:	Carbun	cle		400 E2	xp per Lvl Up	
 Level	 HP	 Atk Power	 Ability Name:		 Unlocks:	
j		ii		j		
16	1220	i i	НР-Ј	i	HP +20%	
20	1326		Vit-J			
30	2086		Mag-J	50	ST-Atk-J	
40	2714		(ST-Atk-J)	160		
50	3350		ST-Def-J	100	ST-Def-J x2	
60	3994		ST-Def-Jx2	130		
70	4646		Ability x3			
80	5306		Magic			
90	5974		GF			
100	6650		Draw			
=====	======	======	Item			
GENERA	AL INFO	RMATION:	HP +20%	60	HP +40%	
=====	======	======	HP +40%	120		
Attacl	k: Ruby	Light	Vit +20%	60	Vit +40%	
Effect	t: Cast	s Reflect	Vit +40%	120		
on all	l party	members.	Vit Bonus	100		
			Counter	200	Auto Reflect	
Element:			Auto-Reflect	250		
			GF HP +10%	40	GF HP +20%	
Location: 1. Draw from			GF HP +20%	70	GF HP +30%	
Iguion at Deling			GF HP +30%	140		
Presid	dential	Palace.	Recov Med-RF	30		
T					''	
12 Drs	ow from	Krygta atl				

|2. Draw from Krysta at |Ultimecia's Castle. |

 Name:	Name: Leviathan				xp per Lvl Up
Level	HP	Atk Power	Ability Name:	AP:	Unlocks:
	 1349	 963	 Spr-J		
20	1546	1075	Magic	j	i
30	2206	1455	GF		
40	2847	1815	Draw		
50	3550	2185	Item	100	
60	4234	2555	Mag-J	50	Elem-Atk J
70	4926	2925	Elem-Atk-J	160	
80	5626	3295	Elem-Defx2	130	
90	6334	3666	Recover	200	 -
100	7050	4036	Spr +20%	60	Spr +40%

=======	Spr +40%	120	Spr Bonus
GENERAL INFORMATION:	Spr Bonus	100	
=======	Auto Potion	150	
Attack: Tsunami	Sum Mag +10%	40	Sum Mag +20%
	Sum Mag +20%	70	Sum Mag +30%
Element: Water	Sum Mag +30%	140	
	GF HP +10%	40	GF HP +20%
Location: 1. Draw from	GF HP +20%	70	GF HP +30%
NORG at Balamb Garden.	GF HP +30%	140	
1	Boost	10	
2. Draw from Trauma at	Supt Mag-RF	20	RecovMed-RF
Ultimecia's Castle.	GF Recov Med-RF	30	
<u> </u>			1

					 kp per Lvl Up
 Level 	HP	Atk Power	Ability Name:	AP:	Unlocks:
19	1442	 1052	 Str-J		
20	1506	1092	Spd-J	120	Spd +20%
30	2146	1466	Elem-Atk-J	j	
40	2794	1840	Elem-Def-J	j	
50	3450	2213	Magic		
60	4114	2587	GF		
70	4786	2961	Draw		
80	5466	3335	Item		
90	6154	3708	Absorb	80	
100	6850	4082	Str +20%	60	Str +40%
=====	======	======	Str +40%	120	
GENERA	AL INFO	RMATION:	Spd +20%	150	Spd +40%
=====	======	======	Spd +40%	200	
Attack	: Torna	ado Zone	Initiative	160	
			Sum Mag +10%	40	Sum Mag +20%
Elemer	nt: Wind	d	Sum Mag +20%	70	Sum Mag +30%
			Sum Mag +30%	140	
Location: 1. Draw from			GF HP +10%	40	GF HP +20%
Fujin at Balamb.		GF HP +20%	70	GF HP +30%	
1			GF HP +30%	140	
2. Draw from Red Giant			Boost	10	
at Ult	imecia	's Castle.	Elem-Def-J x2	130	

Name: Cerberus				 400 E≥	rp per Lvl Up
Level	НР	Atk Power	Ability Name:	AP:	Unlocks:
23	1490		Str-J		
30	1876		Mag-J	50	ST-Atk-J
40	2434		Spr-J	50	ST-Def-J
50	3000		Spd-J	120	Spd +20%
60	3574		Hit-J		
70	4156		ST-Atk-J	160	
80	4746		ST-Def-J	160	ST-Def-J x2
90	5344		ST-Def-Jx2	130	ST-Def-J x4
100	5950		ST-Def-Jx4	180	
=====	======	======	Ability x3		
GENERAL INFORMATION:		Magic			
=====	======	======	GF		

Attack: Counter Rockets	Draw		
Effect: Casts Double &	Item		
Triple on party members	Spd +20%	150	Spd +40%
	Spd +40%	200	Auto Haste
Element:	Auto Haste	250	
	Expend x2-1	250	(Be Level 30+)
Location: 1. Defeat	Alert	200	
Cerberus in Galbadia	GF HP +10%	40	GF HP +20%
Garden.	GF HP +20%	70	GF HP +30%
1	GF HP +30%	140	
2. Draw from Gargantua '			''
at Ultimecia's Castle.			
''			

Level HP	 Name:	 Name: Alexander				 xp per Lvl Up
30 2266 1542 Elem-Atk-J 160 40 2954 1920 Elem-Defx2 50 3650 2298 Elem-Defx4 180 60 4354 2676 Ability x3 70 5066 3054 Magic 80 5786 3432 GF 90 6514 3810 Draw 100 7250 4188 Item 100 7250 4188 Item	 Level 	HP	Atk Power 	Ability Name:	 AP:	Unlocks:
40 2954 1920	25	1925	1350	Str-J	i i	
50 3650 2298 Elem-Defx4 180 60 4354 2676 Ability x3 70 5066 3054 Magic 80 5786 3432 GF 90 6514 3810 Draw 100 7250 4188 Item E============= Revive 200 GENERAL INFORMATION: Spr +40% 60 Spr +40% ============== Spr +40% 120 Attack: Holy Judgement Med Data 200 Med LV Up Sum Mag +10 40 Sum Mag +20% Element: Sum Mag +20 70 Sum Mag +30% Sum Mag +30 140 Location: 1. Draw from GF HP +10% 40 GF HP +20% Edea in Galbadia GF HP +20% 70 GF HP +30% Garden. GF HP +30% 140 Boost 10 12. Draw from Catoblepas High Mag-RF 60	30	2266	1542	Elem-Atk-J	160	
60 4354 2676 Ability x3	40	2954	1920	Elem-Defx2	i i	i
70 5066 3054 Magic	50	3650	2298	Elem-Defx4	180	
80 5786 3432 GF	60	4354	2676	Ability x3	j j	j
90 6514 3810 Draw	70	5066	3054	Magic	i i	
100 7250 4188 Item	80	5786	3432	GF		
=========== Revive 200 GENERAL INFORMATION: Spr +40% 60 Spr +40% 120 Attack: Holy Judgement Med Data 200 Med LV Up Sum Mag +10 40 Sum Mag +20% Element: Sum Mag +20 70 Sum Mag +30% Sum Mag +30 140 Location: 1. Draw from GF HP +10% 40 GF HP +20% Edea in Galbadia GF HP +20% 70 GF HP +30% Garden. GF HP +30% 140 Boost 10 2. Draw from Catoblepas High Mag-RF 60	90	6514	3810	Draw		
GENERAL INFORMATION: Spr +40% 60 Spr +40% ============ Spr +40% 120	100	7250	4188	Item		
============ Spr +40%	=====	======	======	Revive	200	
Attack: Holy Judgement Med Data 200 Med LV Up	GENERA	AL INFO	RMATION:	Spr +40%	60	Spr +40%
Sum Mag +10	=====	======	======	Spr +40%	120	
Element:	Attack	c: Holy	Judgement	Med Data	200	Med LV Up
Sum Mag +30				Sum Mag +10	40	Sum Mag +20%
Location: 1. Draw from GF HP +10%	Elemer	nt:	1	Sum Mag +20	70	Sum Mag +30%
Edea in Galbadia				Sum Mag +30	140	
Garden.	Locati	ion: 1.	Draw from	GF HP +10%	40	GF HP +20%
Boost 10	Edea in Galbadia		GF HP +20%	70	GF HP +30%	
2. Draw from Catoblepas High Mag-RF 60	Garden.		GF HP +30%	140		
	T			Boost	10	
at Ultimecia's Castle. Med LV Up 120	2. Dra	aw from	Catoblepas	High Mag-RF	60	
	at Ult	cimecia	's Castle.	Med LV Up	120	

					xp per	Lvl Up	
 Level	HP	Atk Power	Ability Name	: 	AP:	Unlocks	 -
			-				
28	2521	1931	Elem-Atk-J				
30	2686	2028	ST-Atk-J				
40	3514	2509	Elem-Defx4	18	80		
50	4350	2990	ST-Def-Jx4	18	80		
60	5194	3471	Magic		[
70	6046	3953	GF				
80	6907	4434	Draw				
90	7774	4915	Item				
100	8650	5396	Darkside	10	00		
=====	======	=======	= Absorb	80	Ī		
GENERA	AL INFO	RMATION:	Auto-Shell	250	Ī		
======	=====	=======	= Sum Mag +10%	40	Sum	Mag +20%	

```
Attack: Runaway Train || Sum Mag +20% | 70 | Sum Mag +30%
|Effect: Damage + Inflict|| Sum Mag +30% | 140 | Sum Mag +40% |
|Blind, Berserk, Confuse,|| Sum Mag +40% | 200 |
|Sleep, Slow, Stop, Vit0.|| GF HP +20%
                                 70 | GF HP +30%
140
                                      GF HP +40%
Element: Poison
                 || GF HP +40%
                               200
|-----|| Boost
                                 10
|Location: Use Solomon's|| Junk Shop | ---
|Ring (found in Tear's | *Forbid Med-RF | 200
|Steel Pipe, Malboro | *Note: Only at Level 100 can Doomtrain
Tentacle and Remedy+ in | convert 10x Shaman Stone into 1x Hero Trial.
your inventory.
                                   500 Exp per Lvl Up
|Name: Bahamut |
|
|Level| HP |Atk Power || Ability Name: | AP: | Unlocks:
|| Ability x4
 35 | 3274 | 1451
 40 | 3714 | 1614
                  Magic
 50 | 4600 | 1940
                  || GF
 60 | 5494 | 2266
                  || Draw
 70 | 6396 | 2593
                  || Item
 80 | 7306 | 2919
                 || Str +60%
 90 | 8224 | 3245
                  || Mag +60%
100 | 9150 | 3571
                               200
                 || Mug
|======|| Move HP Up
                               200
|GENERAL INFORMATION: || Auto Protect | 250
|======|| Expendx2-1
                               250
|Attack: Mega Flare || Rare Item
                               | 250 |
|Effect: Piercing Attack || Sum Mag +10% | 40 | Sum Mag +20% |
    (Defense Ignoring) | Sum Mag +20% | 70
                                     | Sum Mag +30% |
-----| Sum Mag +30% | 140 | Sum Mag +40% |
Element: ---
                    || Sum Mag +40% | 200 | ---
|----- | GF HP +10% | 40 | GF HP +20%
                                 70
|Location: Defeat Bahamut|| GF HP +20%
                                      GF HP +30%
at the Deep Sea Research | GF HP +30%
                               | 140 | GF HP +40%
                               200
Center.
                  || GF HP +40%
                                 10
                  || Boost
                  || Forbid Mag-RF | ---
Name: Cactuar
                                   500 Exp per Lvl Up
|Level| HP |Atk Power || Ability Name: | AP: |
 28 | 1766 | 2000
                               200
                                      Eva+30%
                  || Eva-J
 30 | 2536 | 3000 | Luck-J
                                      Luck+50%
                               200
 40 | 3314 | 4000
                  || Magic
 50 | 4100 |
                  || GF
 60 | 4894 | 6000
                 || Draw
 70 | 5696 | 7000
                 || Item
 80 | 6498 | 8000
                               100
                 || Defend
                  || Kamikaze
 90 | 7324 |
           9000
 100 8150 10000
                || Eva+30%
                                | 150 | Expend x2-1
                                200
=======| Luck+50%
```

GENERA	AL INFO	RMATION:	Initiative	160		
=====		=======	Move HP-Up	200		
Attack	: 1000	Needles	HP Bonus			
Effect	: :	10 Levels =	Str Bonus	-		
	1000	Damage.	Vit Bonus	-		
			Mag Bonus			
Elemen	nt:		Spr Bonus	-		
			Auto-Potion	150		
Locati	on: Dei	feat Jumbo	Expend x2-1	250		
Cactua	ar at Ca	actuar	GFHP+10%	40	GFHP+20%	
Island	ł.		GFHP+20%	70	GFHP+30%	
'		'	GFHP+30%	140		
			'	'	''	
Name:	Tonber	 ry		 500 E	xp per Lvl Up	
 Level 	HP	 Atk Power 	Ability Name	 e:	AP: Unlocks:	I
30	2596	1492	Magic			
40	3394	1830	GF			
50	4200	2167	Draw			
60	5014	2505	Item			
70	5836	2842	LV Down			
80	6666	3180	LV Up			
	7504	3517	Eva +30%			
	8350	3855	Luck +50%			
		=======	Initiative	160		
		RMATION:	Move-HP Up	200		
		=======	Auto-Potion	150		
Attack	: Chef	's Knife	Sum Mag +10%	40	Sum Mag +20%	
			Sum Mag +20%	70	Sum Mag +30%	
Elemen	nt:		Sum Mag +30		40	I
			GF HP +10%	40	GF HP +20%	۰ ۱
		feat 20	GF HP +20%		70 GF HP +30	8
		n the Centra		140		
		mon Tonberry	Boost	10		
King.	Defeat	1t.	Haggle	150	Sell High	
			Sell High	150		
		· · · · · · · · · · · · · · · · · · ·	Familiar	150	Call Shop	
			Call Shop	200 '		
Name: 	Eden			1 	000 Exp per Lvl	qU
 Level 	HP	Atk Power	Ability Name	: e: !	AP: Unlocks:	ļ
30	4786	 5425	Spd-J			
40	6314	6300	Eva-J			
50	7850	7175	Hit-J			
60	9334	8050	Magic			
70	9999	8925	GF			
80	9999	9600	Draw			
90	9999	10675	Item			
100	9999	11550	Mad Rush	60		
=====	======	=======	Darkside	100		
GENERA	AL INFO	RMATION:	Devour			

```
|Attack: Eternal Breath || Expendx3-1 | 250 |
                   Effect: Damage can go
                  over 9999, Max = 60000
-----| Sum Mag +30% | 140 | Sum Mag +40% |
                  |Element: ---
|-----| GF HP +10% | 40
                                 GF HP +20%
|Location: 1. Draw from || GF HP +20%
                                   GF HP +30%
|Ultima Weapon in the || GF HP +30%
                             | 140 | GF HP +40%
                             200
|Deep Sea Research Center|| GF HP +40%
                || Boost
                              10
|2. Draw from Tiamat in || GF Abl Med-RF | 30
|Ultimecia's Castle.
```

Note: Only if an ability is unique or rare, will I list the GF('s) that know ---- this ability. There are plenty of abilities that many GF's know, which are not placed in the table due to irrelevance and space constraints.

|Junction Abilities: | Ability Name: Ability Effect: Item/(GF): HP-J |Allows magic junctions to HP | HP-J Scroll Str-J Scroll |Allows magic junctions to Strength Str-J |Allows magic junctions to Vitality | Vit-J Scroll Vit-J Allows magic junctions to Magic | Mag-J Scroll Mag-J Allows magic junctions to Spirit | Spr-J Scroll Spr-J Allows magic junctions to Speed Spd-J | Spd-J Scroll Allows magic junctions to Evasion Aegis Armlet Eva-J |Allows magic junctions to Hit % (Diablos, Cerberus, Hit-J Eden) Luck-J Allows magic junctions to Luck Luck-J Scroll Elem-Atk-J |Allows magic junctions to Elemental Attack | Elem Atk Allows magic junctions to Elemental Defense (Quezacotl, Shiva, Elem-Def-J Ifrit, Brothers, Pandemona) Elem-Def x2 | Allows 2x magic junctions to Elemental (Quezacotl, Shiva, Ifrit, Leviathan, Defense Alexander) Elem-Def x4 | Allows 4x magic junctions to Elemental Elem Guard Defense ST-Atk-J |Allows magic junctions to Status Attack Status Atk |Allows magic junctions to Status Defense ST-Def-J (Carbuncle, Cerberus) ST-Def-J x2 | Allows 2x magic junctions to Status Defense | (Carbuncle, Cerberus) ST-Def-J x4 | Allows 4x magic junctions to Status Defense | Status Guard Ability x3 | Allows 3 Party/Character Abilities (Diablos, Carbuncle, Cerberus, Alexander) Ability x4 | Allows 4 Party/Character Abilities Rosetta Stone

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Command Abili	ties:	
	Ability Effect: 	Item/(GF):
Magic	Allows use of Magic	Magic Scroll
GF	Allows use of Guardian Forces	GF Scroll
Draw	Allows use of Draw	Draw Scroll
Item	Allows use of Items	Item Scroll
Card	Turns an enemy into a Card	Gambler Spirit
Doom	Casts Doom on an opponent	(Shiva)
Mad Rush	Casts Protect, Haste & Berserk on the	(Ifrit, Eden)
	entire party	
Treatment	Cures Poison, Petrify, Darkness, Silence,	Med Kit, (Siren)
	Zombie, Sleep, Berserk, Slow, Stop, Curse,	
	Slow Petrify, Confuse, Vit0.	
Defend	Reduces Physical Damage to 0 and halves	(Brothers)
	Magical Damage. Works for one turn.	
Darkside	Triples your Physical Damage, but also	(Doomtrain, Eden)
	hurts the character for 1/10th of Max HP	
Recover	Restores HP fully of one target	Healing Ring,
		(Leviathan)
Absorb	Drains HP from target. This hurts if the	(Pandemona,
1 .	drained target is undead	Doomtrain)
Revive	Revives target and restores HP fully	Phoenix Spirit,
	 	(Alexander)
LV Down	Halves enemy's Level	(Tonberry)
LV Up Kamikaze	Doubles enemy's Level	(Tonberry) Bomb Spirit,
Kallitkaze	Deals massive damage (can exceed 9999, Max is 60000) but kills and removes character	Bomb Spirit,
	Damage = Max HP * 5. (Can also go critical)	, , , , , , , , , , , , , , , , , , , ,
 Devour	Eats enemy (Can cause a permanent stat	
Devoai	increase, but can also cause damage and	(Eden)
	negative status effects)	(
MiniMoq	Summons MiniMog, which heals your GF's	Mog's Amulet
	Cost = Average Lvl * 100	

Character Abilities:

i		
Ability Name:	Ability Effect:	<pre>Item/(GF):</pre>
========		========
HP+20%	Increases HP by 20%	Regen Ring
HP+40%	Increases HP by 40%	Giant's Ring
HP+80%	Increases HP by 80%	Gaea's Ring
Str+20%	Increases Strength by 20%	Strength Love
Str+40%	Increases Strength by 40%	Power Wrist
Str+60%	Increases Strength by 60%	Hyper Wrist
Vit+20%	Increases Vitality by 20%	Turtle Shell
Vit+40%	Increases Vitality by 40%	Orihalcon
Vit+60%	Increases Vitality by 60%	Adamantine
Mag+20%	Increases Magic by 20%	Circlet
Mag+40%	Increases Magic by 40%	Hypno Crown
Mag+60%	Increases Magic by 60%	Royal Crown
Spr+20%	Increases Spirit by 20%	Rune Armlet
Spr+40%	Increases Spirit by 40%	Force Armlet
Spr+60%	Increases Spirit by 60%	Magic Armlet
Spd+20%	Increases Speed by 20%	Jet Engine
Spd+40%	Increases Speed by 40%	Rocket Engine
Eva+30%	Increases Evasion by 30%	(Cactuar, Tonberry)

Luck+50% 	Increases Luck by 50% 	(Cactuar, Tonberry, Eden)
 Mug	Turns 'Attack' into 'Mug' command. Allows	(Diablos, Bahamut)
į	stealing items from enemies	i
Med Data	Items recover twice their normal amount	Doc's Code
Counter	Character counters when hit with a	Monk's Code
	Physical Attack	l I
Return Damage	When damaged, the character returns 25%	Hundred Needles
	of the damage to the opponent	l I
Cover	Covers for others (physical damage only).	Knight's Code
	Damage is reduced by 50%.	l l
Expendx2-1	Use up 1 magic when casting 2 with Double	(Bahamut)
Expendx3-1	Use up 1 magic when casting 3 with Triple	Three Stars
HP Bonus	+1 HP (additionally) per Lvl Up	(Brothers, Cactuar)
Str Bonus	+1 Strength (additionally) per Lvl Up	(Ifrit, Cactuar)
Vit Bonus	+1 Vitality (additionally) per Lvl Up	(Carbuncle,Cactuar)
Mag Bonus	+1 Magic (additionally) per Lvl Up	(Siren, Cactuar)
Spr Bonus	+1 Spirit (additionally) per Lvl Up	(Leviathan,Cactuar)
Auto-Reflect	Inflicts Permanent Reflect, does not wear	Glow Curtain
	off, not even under death	
Auto-Shell	Inflicts Permanent Shell, does not wear	Moon Curtain
	off, not even under death	
Auto-Protect	Inflicts Permanent Protect, does not wear	Steel Curtain
	off, not even under death	
Auto-Haste	Inflicts Permanent Haste, does not wear	Accelerator
	off, not even under death	
Initiative	ATB bar is always full at start of battle	(Pandemona,
		Cactuar, Tonberry)
Move-HP UP	Recovers HP by walking on the World Map	(Tonberry)
Auto-Potion	Automatically use recovery items when	(Cactuar, Tonberry)
	damaged in battle. Uses Potion/Hi-Potions	
	·	

Party Abilities: |

------:

Ability Name:	Ability Effect:	Item/(GF):
========		
Alert	Prevents Back Attack and First Strike,	(Cerberus)
1	Increases Back Attack & First Strike for	
1	the party	
Enc-Half	Reduces random encounters by 50%	(Diablos)
Enc-None	Prevents all random encounters	(Diablos)
Rare Item	Alters your chances of getting items from	(Bahamut)
1	Steals and Drops (see below)	
Move-Find	Hidden Save & Draw Points become visible	(Siren)

Note: Rare Item alters your chances like this:

Normal chances are: 178/256, 51/256, 15/256, 12/256. Rare Item chances are: 128/256, 114/256, 14/256, 0/256.

The strange thing is, Rare Item only increases the chance of the 2nd most common drop, and DECREASES everything else, even the most rare drop to 0! This means Rare Item generally isn't a good idea to use.

		========
SumMag +10%	Increases GF's Attack Power by 10%	Steel Pipe
SumMag +20%	Increases GF's Attack Power by 20%	Star Fragment
SumMag +30%	Increases GF's Attack Power by 30%	Energy Crystal
SumMag +40%	Increases GF's Attack Power by 40%	Samantha Soul
GFHP+10%	Increases GF's HP by 10%	Healing Mail
GFHP+20%	Increases GF's HP by 20%	Silver Mail
GFHP+30%	Increases GF's HP by 30%	Gold Armor
GFHP+40%	Increases GF's HP by 40%	Diamond Armor
Boost	Allows GF Boosting	(All GF's except 4)

Note: +x% abilities are cumulative: +10% and +20% together are the same as a single +30% ability adds.

```
.-----.
|Menu Abilities: |
```

```
Ability Name: | Ability Effect:
                                                      |Item/(GF):
|Gives a 25% discount on bought items
Haggle
                                                      (Tonberry)
Sell-High
            |Sell items for more money
                                                       (Tonberry)
Familiar
             |Enables more items at shops
                                                      (Tonberry)
Call Shop
             |Visit any previously visited shop straight| (Tonberry)
             |from the menu
Junk Shop
             |Visit a Junk Shop from the menu
                                                       (Doomtrain)
T Mag-RF
             Refine Lightning/Wind magic from items
                                                       (Quezacotl)
 I Mag-RF
             |Refine Ice/Water magic from item
                                                       (Shiva)
             Refine Fire magic from items
F Mag-RF
                                                       (Ifrit)
L Mag-RF
             Refine Recovery/Life magic from items
                                                      | (Siren)
Time Mag-RF | Refine Time/Earth/Gravity magic from items | (Diablos)
ST Mag-RF
             Refine Status magic from items
                                                       (Diablos)
Supt Mag-RF | Refine Support magic from items
                                                       (Leviathan)
Forbid Mag-RF | Refine Meteor/Ultima magic from items
                                                      (Bahamut)
Recov Med-RF | Refine Recovery Medicine from items
                                                      (Carbuncle)
             |Refine Status Revovery Medicine from items| (Siren)
ST Med-RF
             Refine Ammo from items
Ammo-RF
                                                       (Ifrit)
             Refine Tools from items
                                                       (Siren)
Tool-RF
Forbid Med-RF Refine Forbidden Medicine from items
                                                       (Doomtrain)
GF Recov
             Refine Recovery Medicine from items
                                                       (Leviathan)
Med-RF
GF Abl Med-RF Refine GF Ability Medicine from items
                                                      (Eden)
             Refine Mid-Lvl magic from Low-Lvl magic
Mid Mag-RF
                                                      (Quezacot1)
High Mag-RF | Refine High-Lvl magic from Mid-Lvl magic
                                                      (Alexander)
             | Refine Rare Medicine from Common Medicine | (Alexander)
Med LV Up
Card Mod
             Refine Items from Cards
                                                       (Quezacotl)
```

Boosting GF's:

o Boost raises your GF's power, DO NOT EVER UNLEARN IT!!

o Most GF's can learn the Boost ability, with the exception of Diablos, Carbuncle, Cerberus, and Cactuar.

o Boost starts at 75. The number represents the % of the attack power, so it

starts at 75% of it's power.

- o The technical max is 250%, though that will be extremely difficult to achieve on some GF's.
- o Below is a chart with boosting approximates:

Guardian Force:	Time:	Approx Max:
	======	======
Quezacot1	13.3 sec	180%
Shiva	12.9 sec	180%
Ifrit	13.0 sec	180%
Siren	17.6 sec	200%
Brothers	19.3 sec	220%
Leviathan	21.4 sec	230%
Pandemona	22.8 sec	240%
Alexander	22.1 sec	230%
Doomtrain	22.9 sec	240%
Bahamut	22.1 sec	230%
Tonberry	14.0 sec	190%
Eden	72.6 sec	250%

Summoning GF's:

- o Depending on the GF's compatibility, they will come to your aid slower/faster.
- o Below are approximate times of how long it takes to summon a GF:

·	
Compatibility:	Duration:
========	======
0	16.8 sec
500	10.2 sec
1000	2.8 sec
·	''

Compatibility, as seen above, is the one factor that determines how fast a GF appears when summoned. There are three ways to increase/decrease compatibility:

- o Use a Compatibility Item
- o Summon a GF
- o Use Magic

The initial compatibility lies around 600 for most characters, Edea has higher compatibility.

Note: Contrary to popular belief, compatibility is measured as accurately as 1/5ths as you'll see in the tables below. In the menu, the amount will be rounded up or down to the nearest integer appropriately.

o Effect of using Compatibility Items:
.-----|Item Name: | Change in Compatibility: |

```
|Bomb Fragment: | +1.6 to Ifrit, -0.8 to others
              | +3.2 to Ifrit, -1.6 to others
Red Fang:
|Arctic Wind: | +1.6 to Shiva, -0.8 to others
|North Wind: | +3.2 to Shiva, -1.6 to others
| Dynamo Stone: | +3.2 to Quezacotl, -1.6 to others
|Shear Feather: | +1.6 to Pandemona, -0.8 to others
| Venom Fang: | +3.2 to Doomtrain, -1.6 to others
Steel Orb:
               | +3.2 to Diablos, -1.6 to others
|Moon Stone:
              +3.2 to Alexander, -1.6 to others
Dino Bone:
               | +3.2 to Brothers, -1.6 to others
              +3.2 to Pandemona, -1.6 to others
|Windmill:
| Dragon Skin: | +3.2 to Carbuncle, -1.6 to others
|Fish Fin:
              +2.0 to Leviathan, -1.0 to others
Dragon Fin:
              | +3.2 to Cerberus, -1.6 to others
|Silence Powder: | +3.2 to Siren, -1.6 to others
|Poison Powder: | +1.6 to Doomtrain, -0.8 to others
|Chef's Knife: | +3.2 to Tonberry, -1.6 to others
|Cactus Thorn: | +3.2 to Cactuar, -1.6 to others
Shaman Stone: +3.2 to Bahamut, -1.6 to others
|LuvLuv G: | +20.2 to all
```

o Effects of Summoning a GF:

```
|Change in Compatibility:
GF Name:
|Quezacotl | +20.0 to Quezacotl, -10.0 to Leviathan, -1.6 to others
          |+20.0 to Shiva, -10.0 to Ifrit, -1.6 to others
Shiva
|Ifrit
          |+20.0 to Ifrit, -10.0 to Shiva, -1.6 to others
Siren
          | +20.0 to Siren, -10.0 to Carbuncle, -1.6 to others
          | +20.0 to Brothers, -10.0 to Pandemona, -1.6 to others
Brothers
|Diablos | +20.0 to Diablos, -1.6 to others
|Carbuncle | +20.0 to Carbuncle, -10.0 to Siren, -1.6 to others
|Leviathan | +20.0 to Leviathan, -10.0 to Quezacotl, -1.6 to others
| Pandemona | +20.0 to Pandemona, -10.0 to Brothers, -1.6 to others
|Cerberus | +20.0 to Cerberus, -1.6 to others
|Alexander | +20.0 to Alexander, -10.0 to Doomtrain, -1.6 to others
|Doomtrain | +20.0 to Doomtrain, -10.0 to Alexander, -1.6 to others
         +20.0 to Bahamut, -1.6 to others
Bahamut
|Cactuar | +20.0 to Cactuar, -1.6 to others
          | +20.0 to Tonberry, -1.6 to others
Tonberry
          | +2.0 to Eden, +1.0 to others
Eden
```

o Effects of casting a Magic Spell:

```
|Spell Name|Change in Compatibility:
Fire
        |+1.0 to Ifrit, -0.8 to Shiva, -0.2 to Eden
         | +2.0 to Ifrit, -1.0 to Shiva, -0.2 to Eden
Fira
         |+2.4 to Ifrit, -1.2 to Shiva
Firaga
|Blizzard | +1.0 to Shiva, -0.8 to Ifrit, -0.2 to Eden
|Blizzara | +2.0 to Shiva, -1.0 to Ifrit, -0.2 to Eden
|Blizzaga | +2.4 to Shiva, -1.2 to Ifrit
|Thunder | +1.0 to Quezacotl, -0.4 to Leviathan, -0.2 to Eden
|Thundara | +2.0 to Quezacotl, -0.6 to Leviathan, -0.2 to Eden
Thundaga | +2.4 to Quezacotl, -0.8 to Leviathan
         |+1.0 to Leviathan, -0.8 to Quezacotl, Pandemona
Water
         | +0.6 to Pandemona, +0.2 to Quezacotl, -0.2 to Brothers
Aero
         |+1.0 to Doomtrain, -1.0 to Alexander
Bio
```

```
Demi
           +2.0 to Diablos
           | +2.0 to Alexander, +1.0 to Carbuncle, Leviathan, +0.4 to Eden,
Holy
           |+0.2 to Bahamut, -2.0 to Doomtrain
           |+0.4 to Eden, +0.2 to Brothers, Diablos, Leviathan, Bahamut
Flare
           |+0.4 to Eden, +0.2 to Brothers, Diablos, Leviathan, Bahamut
Meteor
           | +2.0 to Brothers, +0.4 to Eden, +0.2 to Bahamut
Quake
           | +1.0 to Pandemona, +0.6 to Quezacotl, +0.4 to Eden,
Tornado
           |+0.2 to Bahamut, -0.8 to Brothers
           |+0.4 to Eden, +0.2 to Brothers, Diablos, Leviathan, Pandemona,
Ultima
           |Cerberus, Alexander, Doomtrain, Bahamut
Apocalypse | +0.4 to Eden, +0.2 to Brothers, Diablos, Leviathan, Pandemona,
           |Cerberus, Alexander, Doomtrain, Bahamut
Cure
           |+0.2 to Carbuncle, -0.2 to Eden
           |+0.2 to Carbuncle, -0.2 to Eden
Cura
           |+0.2 to Carbuncle, Alexander, -0.2 to Eden
Curaga
           |+0.2 to Carbuncle, Alexander, -0.2 to Eden
Life
|Full-life | +0.2 to Carbuncle, Alexander, -0.2 to Eden
           |+0.2 to Carbuncle, Alexander, -0.2 to Eden
Regen
           | +0.2 to Carbuncle, Cerberus, -1.2 to Siren, -0.2 to Diablos, Eden
Esuna
           |+0.2 to Cerberus, -1.2 to Carbuncle, -0.8 to Siren, -0.4 to Diablos
Dispel
           -0.2 to Eden
           |+1.0 to Carbuncle, +0.2 to Cerberus, -0.2 to Diablos, Eden
Protect
Shell
           | +1.0 to Carbuncle, +0.2 to Cerberus, -0.4 to Diablos, -0.2 to Eden
           |+1.0 to Carbuncle, +0.2 to Cerberus, -0.6 to Diablos, -0.2 to Eden
Reflect
           |+1.0 to Carbuncle, +0.2 to Cerberus, -0.2 to Eden
Aura
           |+1.0 to Carbuncle, +0.8 to Cerberus, -0.2 to Eden
Double
           | +2.0 to Cerberus, +1.0 to Carbuncle, -0.2 to Eden
Triple
           |+1.0 to Carbuncle, +0.6 to Cerberus, -0.2 to Eden
Haste
           |+1.0 to Doomtrain, +0.6 to Siren, -0.8 to Cerberus,
Slow
           |-0.2 to Carbuncle, Eden
           | +1.0 to Doomtrain, +0.6 to Siren, -0.8 to Cerberus,
Stop
           -0.2 to Carbuncle
           |+1.0 to Doomtrain, +0.6 to Siren, -0.2 to Carbuncle, Cerberus
Blind
           |+1.0 to Doomtrain, +0.6 to Siren, -0.2 to Carbuncle, Cerberus
Confuse
           | +1.0 to Doomtrain, +0.6 to Siren, -0.2 to Carbuncle, Cerberus
Sleep
Silence
           | +1.6 to Siren, +1.0 to Doomtrain, -0.4 to Cerberus,
           |-0.2 to Carbuncle
           |+1.0 to Doomtrain, +0.6 to Siren, -0.2 to Carbuncle, Cerberus
Break
           |+1.0 to Doomtrain, -0.2 to Carbuncle
Death
Drain
           No Reaction
           |+0.6 to Siren, -0.2 to Carbuncle, Cerberus
Pain
           |+1.0 to Doomtrain, +0.6 to Siren, -0.2 to Carbuncle, Cerberus
Berserk
Float
           |-0.4 to Brothers
           |+1.0 to Doomtrain, -0.2 to Carbuncle
Zombie
|Meltdown | No Reaction
           No Reaction
Scan
```

There are six GF's that can not be junctioned. This section covers these GF's.

Chocobo

======

- Obtained after finishing the Chocobo Forest Quest.

- Chocobo has four attacks, of which the stronger ones can be unlocked by playing the minigame through a PocketStation (a flopped memory card device).
- The table below indicates what the average attack power of the attacks is, depending on Chocobo's Level. Note: ChocoFire is Fire Elemental, the rest is all Non-Elemental.

Chocobo's Lvl	 	ChocoFire	ChocoFlare	 ChocoMeteor	ChocoBocle
========	П	========	======	=======	=======
1	П	750	-	-	-
10	П	1200	-	-	-
20	П	1700	-	-	-
30	П	2200	-	-	-
40	П	2700	-	-	-
50	П	3200	4950	-	-
60	П	3700	5700	8100(Lv163)	-
70	П	4200	6450	8800	12000(Lv176)
80	П	4700	7200	9800	12500
90	ĪÌ	5200	7950	9999	13750
100	ĪΪ	5700	8700	9999	15000
1			<u> </u>	·	<u> </u>

Note: ChocoBocle can exceed 9999 damage.

MiniMog

======

- You can teach this Ability to a GF with the 'Mog's Amulet' item, which can ONLY be obtained through a PocketStation.
- This is more a GF Command which heals all GF's in battle when used. You have to pay it though, and the cost is like this: 'Moogle Dance'

Gil Cost = [100 x Party's Average Level]

Moomba

=====

- You can summon a Moomba by using the Friendship Item, which can ONLY be gotten through a PocketStation. Moomba attempts to cut the enemy down to 1 HP, unless they have 10000 or more HP. The damage formula is for the 'MoombaMoomba':

```
Damage = [Target's Current HP - 1]
Max Damage = 9999
```

Phoenix

======

- Use a Phoenix Pinion item in battle to summon Phoenix. Once you have summoned Phoenix once, there is a 12.5% chance that Phoenix will appear when all party members die in a future fight.
- 'Rebirth Flame': Fire Elemental damage to all enemies, Revives all Party Members to 12.5% of their Max HP.

. – – – – – – – .	. – – – – – – – .
Level:	Attack Power
=======	======
1	393
10	1252

20	2205
30	3157
40	4110
50	5062
60	6015
70	6967
80	7920
90	8872
100	9825

Odin

====

- Defeat Odin in the Centra Ruins before the 20 minute timer runs out.
- If you get Odin before Disc 4, he will be replaced by Gilgamesh at the end of Disc 3. You can not have both Odin and Gilgamesh.
- 'Zantetsuken': If Odin appears in a battle, all enemies *will* die. There are a few enemies that Odin can not appear for: Tonberry, Grat, Cactuar, Vysage, Left, Righty, PuPu, UFO, and E-Soldier (cyborg).

Gilgamesh

=======

- Get Odin before the end of Disc 3, and Gilgamesh will replace him.
- Gilgamesh can appear completely randomly in battle. (Note: This can screw up a smooth searching night for Angelo Search, get Gilgamesh at your own risk!)
- There are 4 attacks Gilgamesh can unleash:
 - 1. Zantetsuken: The same attack as Odin. Again, there are a few enemies that Odin can not appear for: Tonberry, Grat, Cactuar, Vysage, Left, Righty, PuPu, UFO, and E-Soldier (cyborg).
 - 2. Masamune: Extremely powerful magical damage.
 - 3. Excalibur: Powerful magical damage.
 - 4. Excalipoor: Always deals 1 damage.

Below is a table showing the attack strength of Masamune and Excalibur:

	,	
Level:	Masamune	Excalibur
======	=======	======
1	2625	1000
10	3750	1562
20	5000	2187
30	6250	2812
40	7500	3437
50	8750	4062
60	9999	4687
70	9999	5312
80	9999	5937
90	9999	6562
100	9999	7187
1222222		, , , _ , _ , _ , _ , _

```
|| {JUN-1} Stats Junctions || Oo=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*
```

I've created the most compact, complete, and accurate junctioning tables you can find. For some reason all the other guides have errors here. Enjoy them, perhaps print them. They're the most useful thing in the world when junctioning.

If you Junction 100 of a magic to your stats, you will get the increase that is listed in the table below. If you only junction 50 of a magic, you'll only get half of the below listed increase, if you junction 10, you only get 1/10th, etc.

Total of 50 spells:

Magic Name:	HP	Str	Vit 		Spirit	_	*Eva%*		Luck
======================================	100	1.0	!	!	=====				
Fire	100	10	4	10	4	8	2	10	8
Fira	200	15	8	15	8	12	3	16	12
Firaga	1400	30	16	30	16		4	20	14
Blizzard	100	10	4	10	4	8	2	10	8
Blizzara	200	15	8	15	8	12	3	16	12
Blizzaga	1400	30	16	30	16		4	20	14
Thunder	100	10	4	10	4	8	2	10	8
Thundara	200	15	8	15	8	12	3	16	12
Thundaga	1400	30	16	30	16	14	4	20	14
Water	300	20	14	18	14	12	4	18	13
Aero	300	17	10	16	10	20	7	22	15
Bio	700	24	15	24	15	5	2	4	4
Demi	1600	34	18	36	18	12	3	14	10
Holy	3800	55	28	45	48	10	8	24	14
Flare	3200	56	24	44	26	12	4	26	12
Meteor	4600	75	34	52	34	30	12	40	22
Quake	2600	40	20	40	20	7	3	30	12
Tornado	3000	48	24	42	24	33	13	38	14
Ultima	6000	100	82	100	95	60	24	60	60
Cure	200	4	15	4	15	3	2	2	2
Cura	500	8	28	8	28	4	2	3	3
Curaga	2200	20	65	20	65	10	4	10	10
Life	1200	8	50	10	50	4	1	3	4
Full-Life	4800	20	80	20	85	8	4	8	20
Regen	2600	18	70	18	60	8	3	8	8
Esuna	500	6	36	12	36	3	1	3	10
Dispel	1000	12	38	16	60	8	3	8	14
Protect	400	6	40	10	18	3	1	3	14
Shell	400	6	18	10	40	3	1	3	14
Reflect	2000	14	46	20	72	10	4	8	16
Aura	3400	70	22	24	24	10	2	50	40
Double	200	15	6	18	6	10	4	40	2
Triple	2400	70	10	70	10	70	16	150	30
Haste	500	12	16	20	20	50	8	10	10
Slow	500	12	16	20	20	40	8	10	10
Stop	800	18	20	30	24	48	10	20	10
Blind	100	6	5	12	10	3	1	30	2
Confuse	700	22	18	' 28	 18	18	3	8	8
Sleep	100	6	5	12	10	4	4	3	2
Silence	100	6	5	12	10	4	-	3	2
Break	1000	20	20	34	35	10	4	10	12
Death	1800	22	22	38	58		4	10	38
Drain	400	13	30	20	24	10	2	5	4
Pain	2800	42	38	60	45	4	2	4	40

Berserk	300	13	8	14	8	5	2	4	3	\perp
Float	200	8	15	8	15	16	3	12	20	$^{-1}$
Zombie	800	15	24	15	12	2	1	2	2	$^{-1}$
Meltdown	1500	24	80	20	20	3	2	12	8	$^{-1}$
Scan	100	5	5	5	5	3	2	3	3	$^{-1}$
Apocalypse	4200	80	80	80	90	30	12	30	30	

Note: Apocalypse can be drawn in the final battle with Ultimecia, but can never be officially junctioned.

Evasion junctions vary slightly because of how the stat Eva% works. Speed plays a large role into the base Eva% stat. The below table shows what the base Eva% is at which Speed Range:

Spd Range:	Eva%	Spd Range:	Eva%
=======	====	=======	====
15- 23:	01	136-143:	13
24- 31:	02	144-155:	14
32- 43:	03	156-163:	15
44- 51:	04	164-175:	16
52- 63:	05	176-183:	17
64- 71:	06	184-195:	18
72- 83:	07	196-203:	19
84- 91:	08	204-215:	20
92-103:	09	216-227:	21
104-115:	10	228-235:	22
116-123:	11	236-247:	23
124-135:	12	248-255:	24
		''	

When you junction something onto Eva-J, it 'increases' the Speed value for the formula of Eva%. Therefore, the amounts in the junction table in the previous section can vary slightly. This usually isn't more than only 1%, so it's not a very big deal, but this is the explanation.

The max Eva% you can thus attain is 48% if you have 255 Speed and 100x Ultima junctioned to Eva-J.

The following is a table which lists all elemental magic in the game. If a magic isn't mentioned here (for example, Flare or Demi), then it is NON-Elemental. Note: Gravity is more a Status Effect in FF8 than an Element.

This table is for Elemental Attack Junction:

Magic Name:	% Increase:	Element:
========	=======	======
Fire	+50%	Fire
Fira	+80%	Fire

Firaga	+100%	Fire
Blizzard	+50%	Ice
Blizzara	+80%	Ice
Blizzaga	+100%	Ice
Thunder	+50%	Lightning
Thundara	+80%	Lightning
Thundaga	+100%	Lightning
Water	+100%	Water
Aero	+80%	Wind
Tornado	+100%	Wind
Bio	+100%	Poison
Holy	+100%	Holy
Quake	+100%	Earth
		- ' '

This table is for Elemental Defense Junction:

Magic Name:	% Inc.	Fire	Ice	Lightning	Earth	Poison	Wind	Water	Holy
========		=====	=====	======	====	=====	=====	=====	======
Fire	+50%	X		_	-	-		-	
Fira	+80%	X		-	-	-		-	
Firaga	+150%	X		-	-	-		-	
Blizzard	+50%	-	X	-	-	-		-	
Blizzara	+80%	-	X	-	-	-		-	
Blizzaga	+150%	-	X	-	-	-		-	
Thunder	+50%	-		x	-	-		-	
Thundara	+80%	-		X	-	-		-	
Thundaga	+150%	-		X	-	-		-	
Water	+150%	-		-	-	-		X	
Aero	+80%	-		-	-	-	X	-	
Bio	+150%	-		-	-	X		-	
Holy	+200%	-		-	-	-		-	X
Flare	+80%	X	Х	X	-	-		-	
Meteor	+150%	-		-	X	-	X	-	
Quake	+200%	-		-	X	-		-	
Tornado	+200%	-		-	-	-	X	-	
Ultima	+100%	X	X	X	X	X	X	X	X
Life	+30%	X	X	X	X	X	X	X	X
Full-life	+40%	Х	X	X	X	X	X	X	Х
Protect	+20%	Х	Х	X	-	j - j		j - j	
Shell	+20%	Х	X	X	X	X	X	X	X
Float	+50%	-		-	X	-		-	

Note: For example, 40% means you'll resist that element for 40%, and 100% means a full immunity. Anything 100%+ means absorb, and 200% is the max absorb.

Like with the Elemental Section above, any magic not listed here does not grant any Status Effect(s).

This table is for Status Attack Junctions:

•		
Magic Name:	% Chance:	Status Effect Granted:
========	=======	
Bio	+100%	Poison

Slow	+100%	Slow
Stop	+100%	Stop
Blind	+100%	Darkness
Confuse	+100%	Confuse
Sleep	+100%	Sleep
Silence	+100%	Silence
Break	+100%	Petrify
Death	+100%	Death
Drain	+100%	Drain
Pain	+100%	Poison, Darkness, Silence
Zombie	+100%	Zombie
1		·

This table is for Status Defense Junctions:

Magic Name:	% Chance:	Status Defense Granted:
=========	=======	
Bio	+100%	Poison
Holy	+40%	Death, Poison, Berserk, Zombie, Sleep, Curse,
		Confuse, Drain
Life	+20%	Death
Full-Life	+40%	Death
Esuna	+20%	Poison, Petrify, Petrifying, Darkness, Silence,
		Berserk, Sleep, Slow, Stop, Curse, Confuse
Dispel	+50%	Drain
Reflect	+25%	Poison, Petrify, Petrifying, Darkness, Silence,
		Berserk, Sleep, Slow, Stop, Confuse
Aura	+200%	Curse
Slow	+100%	Slow
Stop	+100%	Stop
Blind	+100%	Darkness
Confuse	+100%	Confuse
Sleep	+100%	Sleep
Silence	+100%	Silence
Break	+100%	Petrifying, Petrify
Death	+100%	Death
Drain	+100%	Drain
Pain	+100%	Poison, Darkness, Silence, Curse
Berserk	+100%	Berserk
Zombie	+100%	Zombie

Note: 50 Aura is enough for 100% full protection from Curse.

The Triple Triad Game is a Card Game which is very rewarding. Some cards can be refined into extremely useful or rare items. Besides, playing Triple Triad can be quite fun too - if you know how to play. This section briefly goes over the rules in a way so you'll understand them. Let's give you some clarity.

```
How cards work:
```

.----. The picture to the left is a card. Admittedly, a card in-game is larger

| 1 | since it also features a picture of a creature, GF, or character. These | 5 | 4 | numbers represent the strength of a card. The example is a Geezard Card | 1 | which is considered to be a Level 1 card. A card has four numbers, one '----' at the top, left, right, and bottom. A low number indicates a low power on that side of the card; A higher number a better power. In the example, the Geezard Card has decent power on the left and right, but very poor power on the bottom and top.

Cards can be placed on a 3x3 field, with 9 spots in total. Each player, you and the computer, will hold 5 cards; Yes, one will be unused. A random arrow will point out who will start, and the game begins. The goal is to turn your opponent's cards by laying a higher numbered card next to theirs. Red cards are turned in your opponents favor; Blue cards in yours.

.----. In the example on the left, let's say your opponent opens with $|\ 1\ |\ 2\ |$ the aforementioned Geezard Card, and puts it in the upper left $|\ 5\ 4| < |\ 6\ 1|$ corner of the field. You can now flip his card by laying the $|\ 1\ |\ 2\ |$ Cockatrice card next to it. In this example, I've laid it on '----' '----' the right of it, but placing it below the Geezard Card would also have flipped it. In the example, 6 is greater than 4. Card flipped. The Score will now go from $[\ 5\ -\ 5\]$ (the initial score) to $[\ 4\ -\ 6\]$, in your favor. Note that in the next turn, your opponent is likely to re-take the flipped Geezard Card by placing a card below it; After all, it's only got the number 1 at the bottom.

When you've won the match, you can choose one or more cards (depending on the trading rule) from your opponent. Card names in white are cards you already have, card names in blue are cards you don't have yet, and card names in yellow are cards you have had before, but lost all copies of - and you don't have them in your posession anymore.

Additional Rules

There are a few additional rules that make the card game a little more complication, but then again also more interesting.

Playing Rules:

o Open:

Your hand and your opponent's hand are visible to each other. Very basic and useful rule. It kind of sucks to not know which cards your opponent has. And I don't trust computers in 'not knowing which cards you have'.

o Sudden Death: A card game will allow no 'Draw', and must be played until one of the card players wins. When a game results in a 'Draw', the game will be continued with the red flipped cards to your opponent, and the blue flipped to your hand. This could mean you end up holding a few of your opponent's card.

o Random:

A horrible rule which randomly assigns cards to your hand. And there is no penalty for the computer, since their cards are already randomly chosen. Try to get rid of this rule, and certainly NEVER spread this unless you're a masochistic gamer.

o Same Wall: This is an addition to the Same rule, which makes it possible to get the | .---- | effect of Same through the use of the | A | 8 | walls of the field. All walls of the | 9 4 | = 4 4 | field will have the value 'A' which is | 6 | A | equal to 10. In the example on the | '----' '-- | right, the left card is already on the '-----' field. Now the right card is placed next to it, and because it's the same with the wall AND with the left card, it flips the card. This rule is rare.

O Plus:

Card 1 Card 2 Let's assume Card 1 and 3 were already on the .----. .----. field and you place Card 2 on the position

1 | 1 | 1 | where it is on the picture to the left. You | 5 4 | - 1 2 | will now get the Plus effect, because Card 1&2 | 1 | 3 | have the numbers 4 + 1 which makes 5. Card 2&3 '----' '----' have the numbers 3 + 2 which makes 5. If Card | 1 or 3 wasn't flipped, they will be now. It .---- doesn't matter if one of them was flipped or | 3 | 2 | not, the rule will stay in effect and flip only | 3 4 | 1 3 | the other card instead. | 5 | 3 | '----' '-----' Note: Card 4 will be used as an example for Card 4 Card 3 ----- the next rule below.

o Combo:

This rule is one of the most complex ones, and it adds to the previously three rules: Same, Same Wall, and Plus. In the above example, let's also assume that Card 4 was already lying on the field before Card 2 was placed. Now Card 2 is placed and the rule Plus does it's work for Card 1 and 3. But now the Combo rule comes into play. Because Card 3 was flipped by Plus, it now has the chance to flip Card 4. The numbers of Card 4 & 3 add up to the amount we had gotten earlier: 4 + 1 = 5. And so the Combo rule makes it so that Card 4 is also flipped.

In this example, only the 'Plus Combo' has been described, but by now you hopefully understand that Combo would also have been effective with Same or Same Wall, should the numbers have been the same.

o Elemental: A simple rule. With this rule in effect, some field tiles will have an elemental icon. There are 7 possible elements in-game: Fire, Ice, Lightning, Earth, Wind, Poison and Holy.

Some cards have elemental icons themselves. If you place a Wind elemental card (Pandemona, for example) on a Wind tile of the field, the card will gain +1 for all it's numbers. However, if you would've placed a card with no elemental property, or one with a different elemental, it would've gotten a decrease of -1 to all it's numbers.

Trading Rules:

o One: The winner is allowed to choose one card from the opponent's five cards.

o Diff: This card allows the winner to take a certain amount of cards based on the difference in score they've won with:

- [6 4] = Winner can choose 2 Cards
- [7 3] = Winner can choose 4 Cards
- [8 2] or [9 1] = Winner gets all Cards

- o Direct: This is a deadly trading rule, and should be avoided as much as possible, and certainly should not be spread. All the red flipped cards at the end of the game will belong to your opponent. All blue flipped cards will go to your card pile.
- o All: The winner takes it all. This is a great rule, but you should be warned that it 'degenerates' into a different rule after so many games of card. It degenerates into Diff.

Note: The Trading Rules switch around as the scheme below illustrates:

Abolishing and spreading card game rules can make your FF8 life a lot easier, but it's not always that easy. This section uncovers the mechanics of how it works, which you can hopefully apply to your game. The walkthrough also helps you with this.

Main Rules:

========

Starting Rules per Area:

Balamb: Open. Galbadia: Same.

Dollet: Random, Elemental.

FH: Elemental, Sudden Death.

Centra: Same, Plus, Random.

Trabia: Random, Plus. Esthar: Elemental.

Lunar: Open, Same, Random, Plus, Same Wall, Elemental, Sudden Death.

Mixing:

- 1. In order to mix rules, you need to come from a region where you just have played and challenge someone from a different region (some people belong to a different region than the one they reside in, for example the Trabia exchange student in Galbadia Garden).
- 2. If you want to abolish or spread a certain rule in Region B, then Region A needs to have at least one rule that Region B doesn't have.

 Example: Trabia (Region B) has Random and Plus. You just played in Galbadia (Region A) which had Open, Random and Plus. Play someone in Trabia and they will ask you to mix rules.
- 3. If you DON'T want to mix rules (and you'll often don't want to), then keep challenging someone until they stop asking you to spread the rules. After several (sometimes many) attempts, they'll simply immediately ask to play. You can then play without mixing rules.

Abolishing & Spreading:

1. If you want to spread or abolish a rule from a region, play a rule in the region you want to abolish or spread, and mix rules (see above).

- 2. In order to abolish or spread, you must be "carrying" the rules from an other region. This is always the last area you've played in, and in that area the people don't ask you to mix rules anymore. If you want to pick up rules from a certain region, simply challenge someone until they stop asking to mix rules. Challenging means you don't have to go into the Triple Triad screen, just say no until they want to play. Now you'll "carry" that region's rules.
- 3. "Playing" a game simply means, get to the card rules screen. You can choose to exit the game, or to play a game, but exiting is much faster.
- 4. A few things can now happen after playing in Region B:
 - Nothing
 - A rule abolishes (but not the one you want)
 - A rule spreads (but not the one you want)
 - A rule abolishes (the one you want)
 - A rule spreads (the one you want)

All this can only happen in Region B, the other has nothing to do with it. Region B is the region you want to change things in. The other one (Region A) is the one of which you're "carrying" rules.

- 5. If nothing happens, repeat. If you don't get the desired result, reset and try again. Should you be seeing a pattern after many resets, go play a card game with someone else, and come back to try again (just be sure to have the Region A's rules again).
- 6. There is a guy in Balamb Town, at the docks, who will abolish ALL rules, that includes Open. This only applies to Balamb, however. Simply play a game with him to accomplish this. There is no need for this is you only have Open here.
- 7. You can pay the Queen of Cards to spread a rule in the area she is currently in. This costs 30000 gil, but you can't choose from any rule to be spread. The following scheme is used:

Open -> Same -> Plus -> Random -> Sudden Death -> Wall Same -> Elemental

If an area has the rules Open, Same, and Elemental, the Queen will thus offer the first rule in the scheme that the area doesn't have, in this case that would be the Plus rule.

Trade Rules:

========

Dominant Region:

- 1. The dominant region is simply the region on which the trade rule is currently based off. The trade rule will spread out from this region if you play in an other region.
- 2. The game has a 'dominance counter' that goes from 0 to 10. If you play a card game in the dominant region, the counter will go up by 1 in that region, and it will go down by 1 if you play in a different region. If the counter falls to 0, and you play in a different region, that region will then become the dominant region and the counter increases by 1.
- 3. In other words, to make a region dominant, play 11 games in that region you want to become dominant and you'll be sure that it's now the dominant region.

Changing Trade Rule:

- 1. Trade Rules can change according to two patterns:
 - 1. The trade rule goes straight to One.
 - 2. One <- Diff <- Direct <- All.
 - Go down a step on the ladder, so All goes to Direct, and Direct goes to Diff, and Diff goes to One, and One stays One.
- 2. The game changes between these two patterns between 36-37 games on average.
- 3. If you want to know which one is currently the case, talk to the Queen and ask he about the trade rule.
 - 1 = "People are conservative and the trade rule is going to One"
 - 2 = "There is some trading going on, [current trade rule] will spread out
 from [current dominant region]".
- 4. Whenever you have played a game, there's a small chance that some regions will change their trade rule to the match the dominant region's trade rule. If this happens, the region you played in will always be one of the regions that changes.

Changing Trade Rule with Queen:

- 1. It's also possible to use the Queen of Cards to change the trade rule at any time you want. The positive part about this is that you're not stuck with the game's current trading pattern.
- 2. If you play the Queen of Cards in a region, then the trade rule of that region will be randomly changed. This does NOT have to match the rule she just (also randomly) used in the game you played with her. You'll just have to see what trade rule it goes to by playing someone in the region. If it's not what you want, reset and try again.
- 3. You can move the Queen of Cards around by using the following tables:

Location: Can move to: |Dollet (37.5%), Deling City (62.5%) Balamb Dollet |Balamb (37.5%), Deling City (62.5%) |Shumi Village | Balamb (25%), Dollet (50%), Lunar Gate (25%) |Deling City (37.5%), Dollet (37.5%), FH (25%) Winhill |Dollet (12.5%), Winhill (25%), Esthar (62.5%) FH |Dollet (12.5%), Shumi Village (25%), FH (12.5%), Lunar Gate (50%) Esthar Lunar Gate Random Area (Any area, no clue given)

Note: FH stands for Fisherman's Horizon.

|Will move to: |Clue: In front of the Balamb Town Station Balamb Dollet Upstairs in the Dollet Pub The Hotel in Deling City Galbadia |Shumi Village | The Hotel in Shumi Village |The Hotel in Winhill Centra |Train tracks (with Save Point) in FH FH | Presidential Palace in Esthar (screen with the elevator) Esthar |Lunar Gate | Lunar Gate Hallway, in the background

TIP: Try to NEVER EVER make the trading rule Direct or All. Always try to get
---- the Diff trading rule. The reason for this is that the Direct trading rule
sucks ass, and while All is good itself, it can easily degenerate into
Direct, leaving you with blisters. No, no. Diff is the way to go, go.

TIP: Before you move to Disc 4, send the Queen of Cards to Shumi Village and ---- leave her here. Set the trading rule to Diff in this Trabia region.

The big reasoning behind this is that on Disc 4, the Left Diamond girl of the CC-Group is the ultimate source of rare cards. She uses Trabia rules, so if you left the Queen at Trabia on Disc 3, you can now use her to change the Left Diamond girl's trading rule at any time you want. You can do this by going to the Crash Site and playing a game with the Queen, and check what the trade rule becomes at the Left Diamond girl.

For the other CC-members it doesn't really matter, because they don't have as good odds of playing rare cards as the Left Diamond girl does.

```
| | {TTC-3} Card List + Card Mod | |
               00=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*
Level 1 Cards: |
                               | Level 2 Cards: |
| 1 | Card Name: Geezard
|5 4| Card Mod: [1:5] Screw
                              | 7 | Card Name: Grat
                              | |1 1 | Card Mod: [1:1] Magic Stone
1 | Elemental: ---
                                | 3 | Elemental: ---
| 5 | Card Name: Funguar | | 6 | Card Name: Buel
|3 1| Card Mod: [1:1] M-Stone Piece| |3 2| Card Mod: [1:1] Magic Stone
| 1 | Elemental: ---
                                  | 1 | Card Name: Bite Bug
                                   5 | Card Name: Mesmerize
| 5 3 | Card Mod: [1:1] M-Stone Piece | 4 3 | Card Mod: [1:1] Mesmerize
                                   | 3 | Elemental: --- Blade
3 | Elemental: ---
6 | Card Name: Red Bat
                                   | 6 | Card Name: Glacial Eye
2 1 Card Mod: [1:1] Vampire Fang
                                   |3 1| Card Mod: [1:1] Arctic Wind
| 1 | Elemental: ---
                                  | 4 | Elemental: Ice
2 | Card Name: Blobra
                                   3 | Card Name: Belhelmel
|5 3 | Card Mod: [4:1] Rune Armlet |
                                   |3 4| Card Mod: [1:1] Saw Blade
| 1 | Elemental: ---
                                   | 5 | Elemental: ---
| 2 | Card Name: Gayla
                                     2 | Card Name: Thrustaevis
```

|4 1| Card Mod: [1:1] Shear Feather

4 1 | Card Mod: [1:1] Mystery Fluid

```
| 4 | Elemental: Wind
| 4 | Elemental: Lightning
| 1 | Card Name: Gesper
                                     | 5 | Card Name: Anacondaur
|1 5| Card Mod: [1:1] Black Hole
                                    | 4 | Elemental: ---
                                    3 | Elemental: ---
                                   | 5 | Card Name: Creeps
| 5 | Card Name: Fastitocalon-F
                                    2 | Card Mod: [1:1] Coral Fragment
|3 1| Card Mod: [5:1] Water Crystal|
| 1 | Elemental: Earth
                                    | 5 | Elemental: Lightning
2 | Card Name: Blood Soul
                                | 4 | Card Name: Grendel
6 | Elemental: ---
                                | 5 | Elemental: Lightning
                                   | 4 | Card Name: Jelleye
| 4 | Card Name: Caterchipillar
                                    |3 2| Card Mod: [1:1] Dragon Fin
|3 2| Card Mod: [1:1] Spider Web |
| 4 | Elemental: ---
                                      4 | Elemental: Lightning
| 1 | Card Name: Cockatrice
                                   | 1 | Card Name: Grand Mantis
|5 4| Card Mod: [1:5] Cockatrice
                                    |5 4| Card Mod: [1:5] Sharp Spike
                                    | 1 | Elemental: ---
                   Pinion
'---' Elemental: ---
Level 3 Cards: |
                                Level 4 Cards:
6 | Card Name: Forbidden
                                 2 | Card Name: Turtapod
                                |7 3| Card Mod: [5:1] Healing Mail
2 6 Card Mod: [1:1] Betrayal
                                 | 6 | Elemental: ---
                   Sword
'----' Elemental: ---
                                 6 | Card Name: Vysage
| 6 | Card Name: Armadodo
                                | | 5 5 | Card Mod: [1:1] Wizard Stone
|6 3| Card Mod: [1:1] Dino Bone
 1 | Elemental: Earth
                                | 4 | Elemental: ---
3 | Card Name: Tri-Face
                                     | 4 | Card Name: T-Rexaur
|5 5 | Card Mod: [1:1] Curse Spike
                                    |7 6 | Card Mod: [2:1] Dino Bone
                                     2 | Elemental: Earth
| 5 | Elemental: Poison
                                       2 | Card Name: Bomb
 7 | Card Name: Fastitocalon
3 5 | Card Mod: [1:1] Water Crystal|
                                    |3 7| Card Mod: [1:1] Bomb Fragment
 1 | Elemental: Earth
                                      6 | Elemental: Fire
```

```
| 7 | Card Name: Snow Lion
                                    | 1 | Card Name: Blitz
|3 1| Card Mod: [1:1] North Wind
                                    |7 6| Card Mod: [1:1] Dynamo Stone
                                    4 | Elemental: Lightning
| 5 | Elemental: Ice
                                      7 | Card Name: Wendigo
| 5 | Card Name: Ochu
|3 6 | Card Mod: [1:1] Ochu Tentacle
                                   | 6 3 | Card Mod: [1:1] Steel Orb
| 3 | Elemental: ---
                                       1 | Elemental: ---
5 Card Name: SAM08G
                                    | 7 | Card Name: Torama
|4 6| Card Mod: [1:1] Running Fire |
                                   |4 4| Card Mod: [5:1] Life Ring
| 2 | Elemental: Fire
                                     4 | Elemental: ---
                                      | 3 | Card Name: Imp
4 | Card Name: Death Claw
2 4 Card Mod: [1:1] Sharp Spike
                                   | 6 7 | Card Mod: [1:1] Wizard Stone
                                       3 | Elemental: ---
 7 | Elemental: Fire
| 7 | Elemental: Poison
6 | Elemental: ---
                                   | 4 | Card Name: Adamantoise
| 3 | Card Name: Tonberry
                                   |6 5| Card Mod: [1:1] Turtle Shell
|4 6 | Card Mod: [1:1] Chef's Knife |
                                      | 6 | Elemental: Earth
| 4 | Elemental: ---
7 | Card Name: Abyss Worm
                                   7 | Card Name: Hexadragon
|5 2| Card Mod: [1:1] Windmill
                                   |3 5 | Card Mod: [3:1] Red Fang
| 3 | Elemental: Earth
                                     4 | Elemental: Fire
Level 5 Cards:
                                Level 6 (BOSS) Cards:
6 | Card Name: Iron Giant
                              | 5 | Card Mod: [1:1] Star Fragment | 4 8 | Card Mod: [1:1] X-Potion
                                | 8 | Elemental: ---
6 | Elemental: ---
3 | Card Name: Behemoth
                                7 | Card Name: Elvoret
|7 6| Card Mod: [10:1] Barrier | |4 8| Card Mod: [1:10] Death Stone
| 5 | Elemental: ---
                                  | | 3 | Elemental: Wind
```

```
3 | Card Name: Chimera
                                    | 4 | Card Name: X-ATM092
5 | Card Mod: [10:1] Regen Ring | | 3 | 8 | Card Mod: [2:1] Turtle Shell
 5 | Elemental: Water
                                     | 7 | Elemental: ---
 3 | Card Name: PuPu
                                   |1 A| Card Mod: [1:1] Hungry
                                |5 2| Card Mod: [1:1] G-Returner
              Cookpot
                                Elemental: ---
     Location: Finish UFO Quest
6 | Card Name: Elastoid
                                 | 1 | Card Name: Gerogero
|7 2| Card Mod: [1:1] Steel Pipe
                                 |3 8 | Card Mod: [1:1] Circlet
 6 | Elemental: ---
                                    | 8 | Elemental: Poison
                                   8 | Card Name: Iguion
| 5 | Card Name: GIM47N
|4 5 | Card Mod: [1:10] Fast Ammo
                                | |2 2 | Card Mod: [1:1] Cockatrice
 7 | Elemental: ---
                                        '----' Elemental: ---
7 | Card Name: Malboro
                                 | 6 | Card Name: Abadon
|2 7| Card Mod: [4:1] Malboro
                                 | 5 8 | Card Mod: [1:30] Dark Ammo
               Tentacle
                                  4 | Elemental: ---
'----' Elemental: Poison
                                  | | 4 | Card Name: Trauma
 7 | Card Name: Ruby Dragon
|4 2| Card Mod: [10:1] Inferno Fang| |6 8| Card Mod: [1:30] Demolition
 7 | Elemental: Fire
                                        '----' Elemental: ---
5 | Card Name: Elnoyle
                                 | 1 | Card Name: Oilboyle
|6 3| Card Mod: [10:1] Energy
                              | 4 | Elemental: ---
                    Crystal
'----' Elemental: ---
 4 | Card Name: Tonberry King | | 6 | Card Name: Shumi Tribe
|4 6| Card Mod: [1:1] Chef's Knife | |4 5| Card Mod: [5:1] Gambler Spirit
 7 | Elemental: ---
                                       | 8 | Elemental: ---
6 | Card Name: Wedge & Biggs
                                 | 7 | Card Name: Krysta
                                 |1 5| Card Mod: [1:10] Holy Stone
|7 6| Card Mod: [1:1] X-Potion
 2 | Elemental: ---
                                 | 8 | Elemental: ---
Level 7 (BOSS) Cards:
                                 Level 8 (Guardian Force) Cards:
```

```
8 | Card Name: Propagator
                                   | 4 | Card Name: Chubby Chocobo
| 8 4 | Card Mod: [1:1] G-Mega-Potion | 9 4 | Card Mod: [1:100] LuvLuv G
                                    | 8 | Elemental: ---
 4 | Elemental: ---
                                     '----' Location: Part of the Oueen of
                                                    Cards Quest
                                   | 9 | Card Name: Angelo
 8 | Card Name: Jumbo Cactuar
|4 8| Card Mod: [1:1] Cactus Thorn | |3 6| Card Mod: [1:100] Elixir
4 | Elemental: ---
                                      | '----' Location: Win from Watts in the
                                                   train or White Seed Ship
| 8 | Card Name: Tri-Point
                                    3 | Card Name: Gilgamesh
|8 5 | Card Mod: [40:1] Jet Engine
                                    |6 7| Card Mod: [1:10] Holy War
 2 | Elemental: Lightning
                                    | 9 | Elemental: ---
                                        '----' Location: Win from CC King
                                      | 9 | Card Name: MiniMog
 5 | Card Name: Gargantua
|8 6| Card Mod: [10:1] Strength Love| |2 3| Card Mod: [1:100] Pet House
                                      | 9 | Elemental: ---
 6 | Elemental: ---
                                      '----' Location: Win from Kid running
                                     around in Balamb Garden Main Halls
8 | Card Name: Mobile Type 8
                                    9 | Card Name: Chicobo
|3 6| Card Mod: [1:10] Shell Stone | |2 3| Card Mod: [1:100] Gysahl Greens
| 7 | Elemental: ---
                                        | 8 | Elemental: ---
                                        '----' Location: Complete Chocobo
                                                     Forests Quest
                                          | Card Name: Quetzacotl
| 8 | Card Name: Sphinxaur
|8 3| Card Mod: [1:1] G-Mega-Potion | 4 9 | Card Mod: [1:100] Dynamo Stone
| 5 | Elemental: ---
                                           9 | Elemental: Lightning
                                           '----' Location: Win from Mayor
Dobe in
                                                     Fisherman's Horizon
| 8 | Card Name: Tiamat
                                    | 6 | Card Name: Shiva
                                    | 9 7 | Card Mod: [1:100] North Wind
|4 8 | Card Mod: [1:10] Flare Stone |
 5 | Elemental: ---
                                      4 | Elemental: Ice
                                    '----' Location: On White Seed Ship,
                                    give Zone the Girl Next Door Magazine
5 | Card Name: BGH251F2
                                   9 | Card Name: Ifrit
| 5 7 | Card Mod: [1:10] Protect Stone | | 8 6 | Card Mod: [1:3] Elem Atk
                                           | 2 | Elemental: Fire
8 | Elemental: ---
                                           '----' Location: 1. From Ifrit
                                    2. After losing Ifrit, win it back from
                                    Martine at Fisherman's Horizon
 6 | Card Name: Red Giant
                                    | 8 | Card Name: Siren
7 8 | Card Mod: [1:5] Meteor Stone
                                    2 9 Card Mod: [1:3] Status Atk
```

```
4 | Elemental: ---
                                  6 | Elemental: ---
                                    ----' Location: Dollet Pub Owner
1 | Card Name: Catoblepas
                                     5
                                        | Card Name: Sacred
9 | Elemental: Earth
 7 | Elemental: ---
                                         '----' Location: From Sacred
7 | Card Name: Ultima Weapon
                                  | 9 | Card Name: Minotaur
\mid8 7\mid Card Mod: [1:1] Ultima Stone \mid 9 5\mid Card Mod: [1:10] Adamantine
2 | Elemental: ---
                                  | 2 | Elemental: Earth
                                      '----' Location: From Minotaur
Level 9 (Guardian Force) Cards: |
                                 Level 10 (Player) Cards:
| 8 | Card Name: Carbuncle
                                        | Card Name: Ward
|4 4| Card Mod: [1:3] Glow Curtain | |8 7| Card Mod: [1:3] Gaea's Ring
A | Elemental: ---
                                  | 2 | Elemental: ---
                                  '---' Location: Win from Odine
'----' Location: Win from CC Queen
                                                 in Esthar
| 5 | Card Name: Diablos
                                    6 | Card Name: Kiros
|3 A| Card Mod: [1:100] Black Hole | |A 7| Card Mod: [1:3] Accelerator
| 8 | Elemental: ---
                                   | '----' Location: Part of the Queen of
       Location: From Diablos
                                                  Cards Quest
7 | Card Name: Leviathan
                                  5 | Card Name: Laguna
                                  | 9 | A | Card Mod: [1:100] Hero
|7 A| Card Mod: [1:3] Doc's Code
| 1 | Elemental: Water
                                  3 | Elemental: ---
'----' Location: Win from CC Joker
                                  '---- Location: Win from Ellone at
                                                 Lunar Base
 8 | Card Name: Odin
                                    A | Card Name: Selphie
|5 A| Card Mod: [1:100] Dead Spirit | |4 8 | Card Mod: [1:100] Elem Guard
                                    3 | Elemental: ---
     Location: From Odin
                                      '----' Location: Win from Selphie's
                                                friend at Trabia Garden
 A | Card Name: Pandemona
                                  9 | Card Name: Quistis
2 6 Card Mod: [1:3] Samantha Soul
7 | Elemental: Wind
                                  A | Elemental: ---
'----' Location: Win from Balamb
                                  '----' Location: Win from 'Trepie' in
                                  the cafetaria (the guy in the back)
               Hotel Owner
7 | Card Name: Cerberus
                                    2 | Card Name: Irvine
|A 4| Card Mod: [1:100] Lightweight | A 6 | Card Mod: [1:3] Rocket Engine
| 6 | Elemental: ---
                                         | 9 | Elemental: ---
         Location: From Cerberus
                                         '----' Location: Part of the Queen of
                                                  Cards Quest
```

```
9 | Card Name: Alexander | | 8 | Card Name: Zell
|2 A| Card Mod: [1:3] Moon Curtain | |6 5| Card Mod: [1:3] Hyper Wrist
                              | A | Elemental: ---
4 | Elemental: Holy
'----' Location: Win from Piet on
                             | '---' Location: Win from Zell's Mom in
Lunar Base or Crash Site
                                            Balamb
7 | Card Name: Phoenix
                             |A 2| Card Mod: [1:3] Phoenix Spirit | A A | Card Mod: [1:3] Magic Armlet
 7 | Elemental: Fire | | 2 | Elemental: ---
         Location: Part of the Queen of | '----' Location: Win from Caraway in
                                         Deling City
           Cards Quest
A | Card Name: Bahamut
                            | A | Card Name: Edea
|6 8| Card Mod: [1:100] Megalixir | |3 A| Card Mod: [1:3] Royal Crown
2 | Elemental: ---
                              3 | Elemental: ---
                        | '----' Location: Win from Edea
'----' Location: From Bahamut
                             3 | Card Name: Doomtrain
|A 1| Card Mod: [1:3] Status Guard | |4 9| Card Mod: [1:3] Diamond Armor
A | Elemental: Poison | A | Elemental: ---
Location: Part of the Queen of '----' Location: Win from Cid in his
                        office or at the orphanage
            Cards Quest
| 4 | Card Name: Eden
                             |A 4| Card Mod: [1:3] Monk's Code | 9 6| Card Mod: [1:10] Three Stars
 9 | Elemental: ---
                              | 4 | Elemental: ---
'----' Location: From Ultima Weapon | '----' Location: Win from Laguna on
                                            board of the Ragnarok
| TTC-4 Card Players | |
              00=-*=-*=-*=-*=-*=-*=-*=-*=-*
                   THIS IS WORK IN PROGRESS!
                   Balamb Garden Players: ()
```

 Name: 	 Card Levels: 	 Rare Cards: 	 Location/Additional Info:
Trepe Groupie #1		 Quistis 	 Cafetaria, guy in the back
Friend Trepe Groupie #1	1-3 	 	 Cafetaria, guy in the front
 Gatekeeper 	 1-3,5 	 	 Gate Reception
Running Boy	 1-3 	 MiniMog 	 Boy running in Main Halls
Trepe Groupie #2	 1,3,5	 Quistis 	 2nd Floor Classroom
Trepe Groupie #3	 1,2,4,5 	 Quistis 	 2nd Floor Classroom

Cafetaria Lady	1,2,4,5	 	Cafetaria behind counter
Guy on bench	 1-3	 	 (Random) Right Main Hall
Walking Student Girl	 1,3,4	 	 (Random) Hall to Library
Dark Skinned Student	 1,4	 	 (Random) Hall to Library
Library Girl w/Pigtail	 1-3	 	Library, behind counter
Male Student in blue	 1,3-5	 	Library, middle of room
Sitting Student	 2-4 	 	 Library, Esuna Draw Screen
Talking Student Girl	 1-5 	 	 Library Reading Room
Boy in Infirmary Hall	 1-3 	 	 (Random)Hallway to Infirmary
Blonde Girl in Main Hall	 1-3 	 	 (Random) Main Hall
Girl with short pants	 1,2 	 	 (Random) Main Hall
3 Girls Group	 1,2,4	 	 Hallway to Dormitory
White Male Student	 1-3	 	2nd Floor Hallway to Class
Right Girl Talking	1,3,4	 	2nd Floor Hallway to Class
 Left Girl Talking (Blonde Sister)	 	 	 (Random) 2nd Floor Hallway to Class
Left Guy Talking (Brother of above girl)		 	 (Random) 2nd Floor Hallway to Class
T			

Balamb Town Card Players: ()

Name: 			Location/Additional Info: ==========
	 1,2,4,5 		Zell's House (Playable after doing the SeeD Field Exam) (Must have Zell in Party)
Girl in a band	1,3,4	 	 Entrance Screen (Disc 1)
Station Conductor	1,2	 	 Entrance of the Station
Galbadian Soldier	1,2,4,5	 	 Docks (Balamb Lockdown ONLY)
Hotel Owner	 4,5	 Pandemona	 In front of the Hotel
 Hotel Owner's Daughter 	 1,3,4 	 Pandemona 	 1. Old Man House (Lockdown) 2. In front of the Hotel
 Girl with dog	 1-5	 	 (Random) Docks
Student skipping class	3-5	 	 (Random) Docks

ļ				
	Chef with red shirt	1,2,4,5		Docks (After Lockdown)
-1				
-	Big Bad Rascal			(Events) Dincht Living Room
1				
j	Girl sitting	1,2,3		Entrance Station
٠.				

- o To play the Hotel Owner's Daughter, you must clear the Big Bad Rascal quest during Balamb's Lockdown.
- o The Student skipping class uses his own rule-set (No Rules) which you can use to clear the Balamb Region of all rules.

Timber Card Players: (14)

 Name: 			 Location/Additional Info: -==================================
Left Guard (after fight with Galbadian Soldiers)	1,2,4	 	 Entrance/Exit to Worldmap
 Cat Loving Girl 	 1,2 	 	 In the street near the Hotel
Girl looking at Models	 4 	 	 In the Hotel
Guy who likes Girls	 1,2,4	 	 (Random) Overpass
 Guy in White	 1,3	 	 (Random) Galbadia Station
 Old Lady 		 	 Pet Shop Screen
 Dark Woman/White Bikini	 1 	 	 City Square Timber Maniacs
 Old Lady 	 1,3	 	 Pet Shop Screen
Couple on Bench	2 , 3 , 4	 	 Intersection to Pub+Station
 Boy on Station Bridge	 1 	 	 Eastern Station Bridge
 Woman (Train Expert)	 1,4	 	 Eastern Station
Depressed Woman at Home	 1,2	 	 Old Man's (Owl Tears) House
Pub Owner (after moving the drunkard away)	 1,3,4 	 Doomtrain* 	 Timber Pub, upper right
 Drunkard 		 	 Back Alley
Guard at TV Station path	2,3	 '	 After TV Station Events

- o All Players in Timber use Galbadia Region Rules.
- * Doomtrain can only be won from the Pub Owner after you have given the Queen of Cards the Alexander Card.

Dollet Card Players: (13)

Name:	Card Levels:	Rare Cards:	Location/Additional Info:
	========	=======	==========

Car Rental Woman	4 	 	Entrance Screen
Girl near Wheelchair Man	 1,3	 	 Harbor (come from above)
Emo Kid in Green Jacket	 1,3,4 	 	Harbor (come from below)
Man with Blue Sleeves	3 	 	Screen with stairs to beach
Girl at the beach	 1,2 	 	 Lapin Beach
Son of Queen of Cards	1-4	(See Note)	CQ's Father Artist's House
Woman near Pub	1,2,4	 	Near the Shining Bomber Pub
Pub's Waiter	2	 	 Challenge him behind counter
Old Man in Pub	2,3,4	 	 2nd Floor Pub
Pub's Owner	 1-4	 Siren	 Beat him -> Private Room
Shopping Lady in Yellow	1	 	 Walking in Nautilus Street
Old Man at Townsquare		 	 Townsquare
 Hotel Girl			 Dollet Hotel Main Hall

- o All Players use Dollet Region Rules.
- o You can win MiniMog, Sacred, Chicobo, Alexander and Doomtrain back from the Son of the Card Queen after losing those cards to the Card Queen.

Deling City Card Players: (8)

Name:	 Card Levels:	Rare Cards:	 Location/Additional Info:
======================================	========	=======	===========
Travelling Lady from FH	 1-4 	 	Across the street of Hotel
 Hotel Waitress 	 1 	 	 Hotel Restaurant
Person near General Shop	 1-4 	' 	 In the street with Shops
 Man in Black 	 1-7 	 Kiros (*) 	 Across the Junk Shop
 Old Woman 	 1-3 	' 	 Street near Main Gate
 Old Man 	 1-3 	' 	 On Bench, Street as above
 General Caraway 	' 1-4 	 Rinoa (*) 	 Caraway's Mansion
 Train Conductor 	 1,2,4 	' 	 City Train Station
 Walking Woman	 1,2 '	 	 Other street near Main Gate

- o Kiros can only be won if you've already given the MiniMog Card to the Queen of Cards.
- o Rinoa will only be played if you first lose the Ifrit Card to Caraway. He'll instantly lose the card to Martine, who can be found on the right side of the FH Mayor's House.

Fisherman's Horizon (FH) Card Players: (7)

Name:	 Card Levels: ======		Location/Additional Info:
=====================================	!	======= 	========== Nearby elevator going up
Martine			
	1-7	Ifrit (*)	Right from Mayor's House
Flo (Mayor's Wife)		Irvine (*)	Mayor's House, Upstairs
Mayor Dobe			
	1,2,4-6	Quezacotl	Mayor's House, Upstairs
Kid at Town Square			Town Square near Station
Grease Monkey			
	1,2,4,6		Grease Monkey's House
	???		
Master Fisherman			Crane (1st Visit ONLY)

- o All Players here use FH Region Rules.
- o Ifrit can be won back from Martine after losing it to Caraway in Deling City.
- o Irvine can only be won if you've given the Queen of Cards the Sacred Card.

Winhill Card Players: (8)

Name:	 Card Levels: 	! !	Location/Additional Info:
Student Mercenary	1,2,3,5 	 	 Nearby southern exit
Shop Owner	 1,2,4	 	Shop at southern exit
Hotel Owner	1,2,4	 	 In the Hotel
Old Man in Residence	1,4,5	 	Residence in southern part
Man on bench	1,3,5	 	 Bench on North Town Square
Playing Girl	 1-4	 	 North Town Square
 Mansion Owner	3,4,5	 	 Man on the stairs in Mansion
Blonde Woman	1,3,4	 	 At former Raine's House

o All Players here use Centra Region Rules.

Trabia Garden Card Players: (11)

Name:	Card Levels:	Rare Cards:	Location/Additional Info:
=====================================	=======	=======	=========
	1,2,3,5		Path near entrance (after
			Selphie talked to kids)
Selphie's Friend			
	1-5	Selphie	Fountain Screen (Can play
			after flashback event)

Trabian Faculty	1-3,5		Fountain Screen (upperright)
Girl Student	1,2,4		Garage Screen (after Selphie
			talked to kids)
	1-3		
Sitting Guy			Garage Screen
Girl with book	1,2,4	 	Classroom/Monitor Screen
Mechanic			Monitor Screen
Basketball Freak	2,3,5		Stage/Rocket Screen
Student near rocket			
	1,2,4		Stage/Rocket Screen
Boy at Basketball Court		 	 Basketball Court (after the flashback event)
Girl in Bikini	1-3,5		Basketball Court (after the
			flashback event)

o All Players use Trabia Region Rules.

Shumi Village Players: (10)

Name:			 Location/Additional Info:
 Left Shumi	 1,2,5,6 	 	 Entrance Guarding Draw Point
Middle Shumi	 1,2,4-7 	 	 Entrance Guarding Draw Point
 Right Shumi 	 1,2,4,6 	 	 Entrance Guarding Draw Point
Shumi at a table	 1,2,5,6 	 	 First Underground Screen
 Elder 	 2,4,6,7 	 	 Elder's House
 Elder's Assistant 	 1,2,4,6,7 	 	 Elder's House (can no longer play when he makes statue)
 Artisan 	 1,2,6,7 	 	 Artisan's House (can't play when he's making the statue)
 Busy Working Shumi	 4,5,6	 	 Sculptor's Workplace
 Sculptor	 3,4,5	 	 Sculptor's Workplace
Master Fisherman*	 	 	 Pond (Only during the quest)

o All Shumi Players here will use Trabia Region Rules.

o The Master Fisherman will only appear if you've completed the quest with him in FH. You can only play him in Shumi Village during his cameo while you're doing the Shumi Village Quest. He will use FH Rules.

 Name: 	_	 Card Levels:	 Rare Cards:	 Location/Additional Info:
!	!	 1-3,6,7	 Any (*)	 Ragnarok (Elevator Room)
Jack	 Balamb 	 3,4,6 	 Any (*)	 Ragnarok (North from hangar)*
Club	 Dollet 	 3 , 5 , 6	 Any (*)	 Ragnarok (Aisle upstairs)*
Right Diamond	 Trabia 		 Any (*)	 Ragnarok (Hangar)*
Left Diamond	 Trabia 	 3-5 , 7 	 Any 	 Ragnarok (Hangar)*
 Spade 	 Esthar	 1-3,6,7	 Any (*)	 Ragnarok (Aisle near hangar)*
 Heart 	 FH	 3,5,6,7	 Any (*)	 Ragnarok (Entrance)*
 King 	 Lunar 	 1-7 	 Any (*) 	 Ragnarok (Air Room, have Quistis in your party)*

Notes: o Joker will always be present in the Disc 4 Ragnarok.

- * The other CC-Group members will only be present if you completed the CC-Group Quest earlier in the game.
- o Left Diamond can use *any* rare card in the game, anytime she wants.
- (*)The other CC-Group members can use almost all rare cards with these exceptions: Rinoa, Kiros, Irvine, Chubby Chocobo, Doomtrain, Phoenix. They can also only use a rare card if their deck has 'shuffled well'. It can be possible that the one you play doesn't have rare cards at the moment you play him/her. Then they'll need to shuffle again.
- o Therefore, Left Diamond girl is the best to play. (No shuffle here)

Queen of Cards on Disc 4:

Name:	Region:	Card Levels:	Rare Cards:
========	======	=======	
Queen of Cards	Any Rules	1-7	Kiros, Irvine, Chubby Chocobo,
			Doomtrain, Phoenix.
		,	

Location: The Queen of Cards will be at the escape pod crash site, which is invisibly located at the southeast of the Esthar continent.

This is where you can find most the common ways to obtain items and their uses.

Recovery Items:

			,	
		ļ	Buy	
Name:	Use + Obtain Methods + Refinement:	& S	ell	
=======================================	=======================================	===	===	

Potion	Restores 200	HP; One Target	100
į		Buy at various shops	50
İ	Refine from:		i
	Refine into:	Potion+ [3:1] (Med LV Up)	
Potion+	Restores 400	HP; One Target	
i	Refine from:	Potion [3:1] (Med LV Up)	100
j	Refine into:	Hi-Potion [3:1] (Med LV Up)	i
			-
Hi-Potion) HP; One Target	500
ļ		Buy from various shops	250
!	Refine from:	Potion+ [3:1] (Med LV Up)	1
ļ		Healing Mail [1:6] (Recov Med-RF)	1
1		Healing Water [1:2] (Recov Med-RF)	1
	Refine into:	Hi-Potion+ [3:1] (Med LV Up)	1
Hi-Potion+	Restores 2000) HP; One Target	-
		Hi-Potion [3:1] (Med LV Up)	500
		X-Potion [3:1] (Med LV Up)	
			-
X-Potion	Restores Max	HP; One Target	5000
		Buy from Esthar Shop!!! (Familiar)	2500
	Refine from:	Hi-Potion+ [3:1] (Med LV Up)	
İ	ĺ	Wedge, Biggs Card [1:1] (Card Mod)	İ
	L	Fujin, Raijin Card [1:1] (Card Mod)	1
ļ	Refine into:	Mega-Potion [3:1] (Med LV Up)	1
 Mega-Potion	 Restores 1000) HP; All Targets	10000
		Buy from Esthar Shop!!! (Familiar)	5000
i		Tent [4:1] (Recov Med-RF)	i
į	i	Cottage [2:1] (Recov Med-RF)	i
į	i	Healing Ring [1:20] (Recov Med-RF)	i
İ	İ	Mesmerize Blade [1:2] (Recov Med-RF)	İ
L	L	X-Potion [3:1] (Med LV Up)	1
	Refine into:	Elixir [20:1] (Forbid Med-RF)	1
Phoenix Down	Revives one T	Target and restores 12.5% of Max HP	500
		Buy from various shops	250
i		Life Ring [1:2] (Recov Med-RF)	i
İ	İ	Regen Ring [1:8] (Recov Med-RF)	i
ĺ	ĺ	Phoenix Spirit [1:100] (Recov Med-RF)	İ
ļ	Refine into:	Mega Phoenix [50:1] (Med LV Up)	1
 Mega Phoenix			- 10000
PROGRESS		Buy from Esthar Shop!!! (Familiar)	5000
! 		Phoenix Down [50:1] (Med LV Up)	
i		Phoenix Pinion [3:1] (Tool-RF)	
			-
Elixir		HP, removes all bad statuses, One Target	50000
		Buy from Esthar Shop!!! (Familiar)	2500
	Refine from:	Mega-Potion [20:1] (Forbid Med-RF)	
		Elem Atk [1:4] (Forbid Med-RF)	
		Elem Guard [1:4] (Forbid Med-RF)	
		Status Atk [1:4] (Forbid Med-RF)	
		Status Guard [1:4] (Forbid Med-RF)	
		Remedy+ [10:1] (Med LV Up)	
		Angelo Card [1:100] (Card Mod) Doc's Code [10:1] (GF Abl Med-RF)	
		Megalixir [10:1] (Med LV Up)	
/			-

Restores Max	HP, removes all bad statuses, All Targets	
Refine from:	Doc's Code [1:1] (Forbid Med-RF)	5000
L	Med Kit [1:1] (Forbid Med-RF)	
I	Elixir [10:1] (Med LV Up)	
	Bahamut Card [1:100] (Card Mod)	
Refine into:		
	 Refine from: 	Elixir [10:1] (Med LV Up)

Status Items:

 Name: =======	 Use + Obtain Methods + Refinement:	Buy & Sell =====
 Antidote 	Removes the Poison status; One Target Obtain: Buy from various shops Refine from: Poison Powder [1:3] (ST Med-RF) Venom Fang [1:10] (ST Med-RF) Refine into: Bio Magic [1:1] (ST Mag-RF)	
 Soft 	Removes the Petrify/Slow-Petrify status; One Target Obtain: Buy from various shops Refine from: Cockatrice Pinion [1:3] (ST Med-RF) Refine into: Break Magic [1:3] (ST Mag-RF)	100 50
 Eye Drops 	Removes the Darkness status; One Target Obtain: Buy from various shops Refine from: Ochu Tentacle [1:3] (ST Med-RF) Refine into: Blind Magic [1:1] (ST Mag-RF)	100 50
 Echo Screen 	Removes the Silence status; One Target Obtain: Buy from various shops Refine from: Silence Powder [1:3] (ST Med-RF) Refine into: Silence Magic [1:2] (ST Mag-RF)	100 50
 Holy Water 	Removes the Zombie and Curse status; One Target Obtain: Buy from various shops Refine from: Zombie Powder [1:3] (ST Med-RF) Refine into: Zombie Magic [1:2] (ST Mag-RF)	 100 50
 Remedy 	Removes all bad statuses except: Slow, Stop, Vit0, Doom Obtain: Buy from various shops Refine from: Betrayal Sword [1:1] (ST Med-RF) Sleep Powder [1:1] (ST Med-RF) Dragon Fang [1:1] (ST Med-RF) Curse Spike [1:1] (ST Med-RF) Malboro Tentacle [1:2] (ST Med-RF) Med Kit [1:20] (ST Med-RF) Refine into: Remedy+ [10:1] (Med LV Up)	
 Remedy+ 	Removes all bad statuses; One Target Refine from: Remedy [10:1] (Med LV Up) Refine into: Elixir [10:1] (Med LV Up)	 1000

Battle Items:

-----.

 Name: 	 Use + Obtain Methods + Refinement: 	Buy & Sell
 Hero-trial 	50% chance of granting Invincibility Status; One Target Obtain: Angelo Search (2/288th chance) Refine from: Shaman Stone [10:1] (Forbid Med-RF)* Note: Doomtrain needs to be Level 100* Refine into: Hero [10:1] (Med LV Up)	 5
Hero 	Grants Invincibility; One Target Refine from: Hero-trial [10:1] (Med LV Up) Laguna Card [1:100] (Card Mod) Refine into: Holy War-trial [10:1] (Med LV Up)	 5000
 Holy War-trial 	 50% chance of granting Invincibility Status; All Targets Refine from: Hero [10:1] (Med LV Up) Refine into: Holy War [10:1] (Med LV Up)	 5
Holy War 	Grants Invincibility; All Targets Refine from: Holy War-trial [10:1] (Med LV Up) Gilgamesh Card [1:10] (Card Mod) Refine into: Knight's Code [5:1] (GF Abl Med-RF)	 10000
 Shell Stone 	Grants Shell; One Target Refine from: Rune Armlet [1:10] (Tool-RF) Force Armlet [1:30] (Tool-RF) Mobile Type 8 Card [1:10] (Card Mod) Refine into: Shell Magic [1:1] (Supt Mag-RF)	 5
Protect Stone	Grants Protect; One Target Refine from: Turtle Shell [1:10] (Tool-RF) Orihalcon [1:30] (Tool-RF) BGH251F2 Card [1:10] (Card Mod)	 5
 Aura Stone 	Refine into: Protect Magic [1:1] (Supt Mag-RF)	 5
 	Hypno Crown [1:10] (Tool-RF) Refine into: Aura Magic [1:1] (Supt Mag-RF)	
Death Stone 	Inflicts Death; One Target Refine from: Dead Spirit [1:2] Death Stone Elvoret Card [1:10] (Card Mod) Refine into: Death Magic [1:1] (L Mag-RF)	 5
 Holy Stone 	Casts Holy; One Target Refine from: Moon Stone [1:2] (Tool-RF) Krysta Card [1:10] (Card Mod) Refine into: Holy Magic [1:1] (L Mag-RF)	 5
 Flare Stone 	Casts Flare; One Target Refine from: Inferno Fang [1:2] (Tool-RF) Tiamat Card [1:10] (Card Mod) Refine into: Flare Magic [1:1] (F Mag-RF)	 5
Meteor Stone	 Casts Meteor; 10 hit vs random targets	

	Refine from:	Star Fragment [1:2] (Tool-RF)	5
		Red Giant Card [1:5] (Card Mod)	
	Refine into:	Meteor Magic [1:1] (Forbid Mag-RF)	
Ultima Stone	Casts Ultima	; All Targets	i
	Obtain:	Dropped by Ultima Weapon (x100)	5
	Refine from:	Energy Crystal [1:2] (Tool-RF)	- 1
	1	Ultima Weapon Card [1:1] (Card Mod)	- 1
	Refine into:	Ultima Magic [1:1] (Forbid Mag-RF)	
Gysahl Greens	Summons Chic	obo in battle	600
	Obtain: 	Buy from ChocoBoy in Chocobo Forests 'Buy' from Chicobo in the final forest	5
	Refine from:	Chicobo Card [1:100] (Card Mod)	
1	Refine into:		
Friendship	Summons Moom	ba (Reduces Target's HP to 1, Max = 9999)	
	Obtain:	PocketStation item exclusive	5
$\overline{\top}$	Refine from:		
T	Refine into:		- 1

Save Point Items:

i			Buy
Name:	Use + Obtain	Methods + Refinement:	& Sell
	========		=====
Tent	Restores Max	HP, removes all bad statuses on Party	1000
	Obtain:	Buy from various shops	250
	Refine from:	Healing Water [1:2] (Tool-RF)	
		Regen Ring [1:5] (Tool-RF)	
	Refine into:	Mega-Potion [4:1] (Recov Med-RF)	
Ţ	ļ	Curaga Magic [1:10] (L Mag-RF)	!!
		·····	
Pet House		HP to all Guardian Forces	1000
	'	Buy from Timber Pet Shop & Esthar Pet Shop	250
	Refine from:	Healing Mail [1:1] (GF Recov Med-RF)	
		Silver Mail [1:2] (GF Recov Med-RF)	
		Gold Armor [1:4] (GF Recov Med-RF)	
		Diamond Armor [1:16] (GF Recov Med-RF)	
		Minimog Card [1:100] (Card Mod)	
1	Refine into:	G-Returner [1:2] (GF Recov Med-RF)	
 Cottage	 Restores Max	HP, removes all bad statuses on Party + GF	 1800
İ	Obtain:	Buy from Esthar Shop!!!	450
j	Refine from:	Whisper [1:1] (Tool-RF)	i i
j	İ	Healing Ring [1:30] (Tool-RF)	i i
		Diamond Armor [1:50] (Tool-RF)	
	Refine into:	Mega-Potion [2:1] (Recov Med-RF)	
i		Curaga Magic [1:20] (L Mag-RF)	
'' 	' <i></i>		' -'

GF Recovery Items:

	·	•	•
			Buy
Name:	Use + Obtain Methods + Refinement:	&	Sell

G-Potion Restores 200 HP to GF Obtain: Buy from Timber Pet Shop & Esthar Pet Shop Refine from: Refine into: G-Hi-Potion Restores 1000 HP to GF	200 50
Refine from:	
Refine into:	 600
	 600
	600
loletain. Due form Winker Det Olem C Det Olem	
Obtain: Buy from Timber Pet Shop & Esthar Pet Shop	150
Buy from general stores (Familiar)	
Refine from: Healing Water [1:2] (GF Recov Med-RF)	
Mesmerize Blade [1:1] (GF Recov Med-RF)	
Whisper [1:4] (GF Recov Med-RF)	
Refine into:	
Refine from: Healing Ring [1:20] (GF Recov Med-RF)	250
Propagator Card [1:1] (Card Mod)	
Sphinxara Card [1:1] (Card Mod)	
Refine into:	
	500
Obtain: Buy from various shops	125
Refine from: Pet House [1:2] (GF Recov Med-RF)	
Life Ring [1:2] (GF Recov Med-RF)	
Regen Ring [1:6] (GF Recov Med-RF)	
Phoenix Spirit [1:40] (GF Recov Med-RF)	
Granaldo Card [1:1] (Card Mod)	
Refine into:	
Rename Card Allows you to change a GF's name	
Refine from: Catoblepas Card [1:1] (Card Mod)	25
Refine into:	

GF Ability Learning Items:

 Name:		 Buy & Sell
========		= =====
Amnesia Greens	PERMANENTLY makes a GF forget an ability	1000
	Obtain: Buy from Timber Pet Shop & Esthar Pet Shop	250
	Refine from:	
1	Refine into:	
		-
HP-J Scroll	Teaches GF the HP-J Ability	10000
	Obtain: Buy from Timber Pet Shop (Familiar)	2500
	But from Esthar Pet Shop	\perp
	Refine from: HP Up [2:1] (GF Abl Med-RF)	\perp
	Refine into: Giant's Ring [10:1] (GF Abl Med-RF)	
Str-J Scroll	 Teaches GF the Str-J Ability	 10000
	Obtain: Buy from Timber Pet Shop (Familiar)	2500
	But from Esthar Pet Shop	\perp
	Refine from: Str Up [2:1] (GF Abl Med-RF)	\perp
1	Refine into: Power Wrist [10:1] (GF Abl Med-RF)	
		-
Vit-J Scroll	Teaches GF the Vit-J Ability	10000
	Obtain: Buy from Timber Pet Shop (Familiar)	2500

	But from Esthar Pet Shop Refine from: Vit Up [2:1] (GF Abl Med-RF) Refine into: Orihalcon [10:1] (GF Abl Med-RF)	
 Mag-J Scroll 		 10000 2500
	Refine into: Force Armlet [10:1] (GF Abl Med-RF)	
 Spr-J Scroll 	Teaches GF the Spr-J Ability Obtain: Buy from Timber Pet Shop (Familiar) But from Esthar Pet Shop	10000 2500
	Refine from: Spr Up [2:1] (GF Abl Med-RF) Refine into: Hypno Crown [10:1] (GF Abl Med-RF)	
Spd-J Scroll 	Teaches GF the Spd-J Ability Refine from: Spr Up [2:1] (GF Abl Med-RF) Refine into: Jet Engine [10:1] (GF Abl Med-RF)	 12500
 Luck-J Scroll	Teaches GF the Luck-J Ability	
	Refine from: Luck Up [2:1] (GF Abl Med-RF) Dark Matter [1:1] (GF Abl Med-RF) Refine into: Luck Up [1:1] (GF Abl Med-RF)	12500
 Aegis Amulet 	Teaches GF the Eva-J Ability Obtain: Angelo Search (1/288th chance)	 12500
i !	Refine from: Barrier [50:1] (GF Abl Med-RF) Refine into: Giant's Ring [10:1] (GF Abl Med-RF)	
Elem Atk	Teaches GF the Elem-Atk-J Ability Refine from: Samantha Soul [20:1] (GF Abl Med-RF)	 12500
	Ifrit Card [1:3] (Card Mod) Refine into: Elixir [1:4] (Forbid Med-RF)	12300
 Elem Guard	Teaches GF the Elem-Defx4 Ability	
	Refine from: Diamond Armor [5:1] (GF Abl Med-RF) Selphie Card [1:3] (Card Mod)	12500
	Refine into: Elixir [1:4] (Forbid Med-RF)	
	Teaches GF the ST-Atk-J Ability	
	Refine from: Royal Crown [20:1] (GF Abl Med-RF) Siren Card [1:3] (Card Mod)	12500
 	Refine into: Elixir [1:4] (Forbid Med-RF)	
Status Guard 	Teaches GF the ST-Def-Jx4 Ability Obtain: - Finish Shumi Village Quest	 12500
	- Angelo Search (1/288th chance) Refine from: Ribbon [1:1] (GF Abl Med-RF)	
	Doomtrain Card [1:3] (Card Mod) Refine into: Elixir [1:4] (Forbid Med-RF)	
 Rosetta Stone	Teaches GF the Ability x4 Ability	
 	Obtain: - Win from Card Player D-District Prison on the 11th floor (3/256 chance) - Try to enter Cheryl's shop many times	12500
	- Ultimecia's Castle Waterway Refine from: Shaman Stone [1:1] (Tool-RF)	
	Refine into: Shaman Stone [1:1] (GF Abl Med-RF)	

Magic Scroll 	Teaches GF the Magic Ability Obtain: Buy from Timber Pet Shop Refine from: Refine into: Wizard Stone [1:10] (Tool-RF)	5000 1250
GF Scroll	Teaches GF the GF Ability Obtain: Buy from Timber Pet Shop Refine from: Refine into: Wizard Stone [1:10] (Tool-RF)	 5000 1250
Draw Scroll	Teaches GF the Draw Ability Obtain: Buy from Timber Pet Shop Refine from: Refine into: Wizard Stone [1:10] (Tool-RF)	 5000 1250
Item Scroll 	Teaches GF the Item Ability Obtain: Buy from Timber Pet Shop Refine from: Refine into: Wizard Stone [1:10] (Tool-RF)	 5000 1250
Gambler Spirit	Teaches GF the Card Ability Refine from: Shumi Tribe Card [5:1] (Card Mod) Refine into: Wizard Stone [1:10] (Tool-RF)	 1250
 Healing Ring 	Teaches GF the Recover Ability Obtain: Angelo Search (1/288th chance) Refine from: Whisper [100:1] (GF Abl Med-RF) Refine into: Mega-Potion [1:20] (Recov Med-RF) Cottage [1:30] (Tool-RF) G-Mega-Potion [1:20] (GF Recov Med-RF) Curaga Magic [1:100] (L Mag-RF)	 2500
Dhooniy Spirit	Teaches GF the Revive Ability	
	Refine from: Phoenix Pinion [20:1] (GF Abl Med-RF) Phoenix Card [1:3] (Card Mod) Refine into: Phoenix Down [1:100] (Recov Med-RF)	 2500
	G-Returner [1:40] (GF Recov Med-RF) Firaga Magic [1:100] (F Mag-RF) Full-life Magic [1:100] (L Mag-RF)	
 Med Kit 	Teaches GF the Treatment Ability Refine from: Dragon Fang [100:1] (GF Abl Med-RF) Refine into: Remedy [1:20] (ST Med-RF) Megalixir [1:2] (Forbid Med-RF) Esuna Magic [1:100] (Supt Mag-RF)	 2500
Bomb Spirit	Teaches GF the Kamikaze Ability Obtain: Steal (Rare) from Lvl30+ Bomb Refine from: Bomb Fragment [100:1] (GF Abl Med-RF) Refine into: Firaga [1:100] (F Mag-RF)	 5000
 Hungry Cookpot 	Teaches GF the Devour Ability Obtain: Angelo Search (1/288th chance) Refine from: PuPu Card [1:1] (Card Mod) WARNING: The PuPu Card is UNIQUE! Refine into: Shaman Stone [1:1] (Tool-RF)	 5000
Mog's Amulet 	Teaches GF the MiniMog Ability Obtain: PocketStation exclusive item Refine from:	 1250

 	Refine into: Shaman Stone [1:1] (Tool-RF)	
Steel Pipe 	Teaches GF the SumMag+10% Ability Obtain: Steal from Wendigo Refine from: Elastoid Card [1:1] (Card Mod) Refine into: Aura Stone [1:1] (Tool-RF)	 75
 	Berserk Magic [1:20] (ST Mag-RF)	
Star Fragment 	Teaches GF the SumMag+20% Ability Obtain: Steal from Iron Giant Refine from: Iron Giant Card [3:1] (Card Mod) Refine into: Meteor Stone [1:2] (Tool-RF) Meteor Magic [1:5] (Forbid Mag-RF)	 125
 Energy Crystal 	Teaches GF the SumMag+30% Ability Obtain: Dropped by Lvl30+ Elnoyle or (Rare)Behemoth Refine from: Elnoyle Card [10:1] (Card Mod) Refine into: Pulse Ammo [1:10] (Ammo-RF) Ultima Stone [1:2] (Tool-RF)	 250
 	Samantha Soul [50:1] (GF Abl Med-RF) Ultima Magic [1:3] (Forbid Mag-RF)	
 Samantha Soul 	Teaches GF the SumMag+40% Ability Refine from: Energy Crystal [50:1] (GF Abl Med-RF) Quistis Card [1:3] (Card Mod) Refine into: Elem Atk [20:1] (GF Abl Med-RF) Triple Magic [1:60] (Time Mag-RF)	 500
 Healing Mail 	Teaches GF the GFHP+10% Ability Obtain: Steal from Snow Lion Refine from: Turtapod Card [5:1] (Card Mod) Refine into: Hi-Potion [1:6] (Recov Med-RF) Pet House [1:1] (GF Recov Med-RF)	 75
 Silver Mail 	Teaches GF the SumMag+20% Ability Obtain: Steal from Lv120+ Snow Lion (Rare) Refine from: Refine into: Pet House [1:2] (GF Recov Med-RF) Gold Armor [5:1] (GF Abl Med-RF)	 125
 Gold Armor 	Teaches GF the SumMag+30% Ability Obtain: Angelo Search (2/288th chance) Refine from: Silver Mail [5:1] (GF Abl Med-RF) Refine into: Pet House [1:4] (GF Recov Med-RF) Diamond Armor [5:1] (GF Abl Med-RF)	 250
 Diamond Armor 	Teaches GF the SumMag+40% Ability Refine from: Seifer Card [1:3] (Card Mod) Gold Armor [5:1] (GF Abl Med-RF) Refine into: Cottage [1:50] (Tool-RF) Pet House [1:16] (GF Recov Med-RF) Elem Guard [5:1] (GF Abl Med-RF)	 500
 Regen Ring 	Teaches GF the HP+20% Ability Obtain: Steal from Torama Refine from: Chimera Card [10:1] (Card Mod) Refine into: Phoenix Down [1:8] (Recov Med-RF) Tent [1:5] (Tool-RF) G-Returner [1:6] (GF Recov Med-RF)	 75

	F	'ull-life Magic [1:20] (L Mag-RF)	
 Giant's Ring 	Obtain: B Refine from: H Refine into: G	HP+40% Ability Buy from Esthar Pet Shop (Familiar) IP-J Scroll [10:1] (GF Abl Med-RF) Baea's Ring [10:1] (GF Abl Med-RF) Protect Magic [1:60] (Supt Mag-RF)	20000
 Gaea's Ring 	 Refine from: G 	HP+80% Ability Siant's Ring [10:1] (GF Abl Med-RF) Ward Card [1:3] (Card Mod) WP Up [1:1] (Forbid Med-RF)	 7500
Strength Love	Obtain: S Refine from: G	e Str+20% Ability Steal from Lvl20+ Wendigo (30+ = Common) Sargantua Card [10:1] (Card Mod) Sura Stone [1:2] (Tool-RF)	
Power Wrist	Obtain: B S Refine from: S Refine into: A	Str+40% Ability Suy from Esthar Pet Shop (Familiar) Steal from Lvl30+ Grendel (Rare) Str-J Scroll [10:1] (GF Abl Med-RF) Sura Stone [1:10] (Tool-RF) Super Wrist [10:1] (GF Abl Med-RF)	20000
Hyper Wrist 	 Refine from: P Z	e Str+60% Ability Power Wrist [10:1] (GF Abl Med-RF) Sell Card [1:3] (Card Mod) Str Up [10:1] (Forbid Med-RF)	 7500
 Turtle Shell 	Obtain: S Refine from: A X Refine into: P	Vit+20% Ability Steal from Armadodo Adamantoise Card [3:1] (Card Mod) C-ATM092 Card [2:1] (Card Mod) Protect Stone [1:10] (Tool-RF) Protect Magic [1:30] (Supt Mag-RF)	 75
 Orihalcon 	Obtain: S Refine from: V Refine into: P	Protect Stone [10:1] (GF Abl Med-RF) Adamantine [10:1] (GF Abl Med-RF)	 5000
 Adamantine 	Obtain: D Refine from: O M Refine into: V	Vit+60% Ability Propped by Lvl30+ Adamantoise Prihalcon [10:1] (GF Abl Med-RF) Minotaur Card [1:10] (Card Mod) Vit Up [5:1] (Forbid Med-RF) Steel Curtain [20:1] (GF Abl Med-RF)	 7500
Rune Armlet	Obtain: S S Refine from: B Refine into: S	E Spr+20% Ability Steal from Lvl30+ Righty Steal from Blobra (Rare) Slobra Card [4:1] (Card Mod) Shell Stone [1:10] (Tool-RF) Shell Magic [1:40] (Supt Mag-RF)	 75
 Force Armlet 	Obtain: B	Spr+40% Ability Buy from Esthar Pet Shop (Familiar) Propped by Lvl30+ Forbidden (Rare)	 75

 	Refine from: Mag-J Scroll [10:1] (GF Abl Med-RF) Refine into: Shell Stone [1:30] (Tool-RF) Magic Armlet [10:1] (GF Abl Med-RF)	
 Magic Armlet 	Teaches GF the Spr+60% Ability Refine from: Force Armlet [10:1] (GF Abl Med-RF) Rinoa Card [1:3] (Card Mod) Refine into: Spr Up [10:1] (Forbid Med-RF) Moon Curtain [20:1] (GF Abl Med-RF)	 7500
 Circlet 		 75
 Hypno Crown 	Teaches GF the Mag+40% Ability Obtain: Buy from Esthar Pet Shop (Familiar) Dropped by Lvl30+ Malboro (Rare) Refine from: Spr-J Scroll [10:1] (GF Abl Med-RF) Refine into: Aura Stone [1:10] (Tool-RF) Royal Crown [10:1] (GF Abl Med-RF)	20000 5000
 Royal Crown 	Teaches GF the Mag+60% Ability Refine from: Hypno Crown [10:1] (GF Abl Med-RF) Edea Card [1:3] (Card Mod) Refine into: Mag Up [10:1] (Forbid Med-RF) Status Atk [20:1] (GF Abl Med-RF)	 7500
 Jet Engine 	Teaches GF the Spd+20% Ability Obtain: Dropped by Lvl30+ Cactuar (Rare) Refine from: Spd-J Scroll [10:1] (GF Abl Med-RF) Tri-Point Card [40:1] (Card Mod) Refine into: Spd Up [50:1] (Forbid Med-RF) Rocket Engine [10:1] (GF Abl Med-RF)	 5000
 Rocket Engine 	Teaches GF the Spd+40% Ability Refine from: Jet Engine [50:1] (GF Abl Med-RF) Irvine Card [1:3] (Card Mod) Refine into: Spd Up [5:1] (Forbid Med-RF) Triple Magic [1:50] (Time Mag-RF)	 7500
 Moon Curtain 	Teaches GF the Auto-Shell Ability Obtain: Angelo Search (2/288th chance) Refine from: Malboro Tentacle [100:1] (GF Abl Med-RF) Magic Armlet [20:1] (GF Abl Med-RF) Alexander Card [1:3] (Card Mod) Refine into: Shell Magic [1:100] (Supt Mag-RF)	 10000
Steel Curtain 	Teaches GF the Auto-Protect Ability Refine from: Adamantine [20:1] (GF Abl Med-RF) Refine into: Protect Magic [1:100] (Supt Mag-RF)	 10000
 Glow Curtain 	Teaches GF the Auto-Reflect Ability Refine from: Dragon Skin [100:1] (GF Abl Med-RF) Carbuncle Card [1:3] (Card Mod) Refine into: Monk's Code [2:1] (GF Abl Med-RF) Reflect Magic [1:100] (Supt Mag-RF)	 10000
Accelerator 	Teaches GF the Auto-Haste Ability Refine from: Lightweight [100:1] (GF Abl Med-RF)	 12500

I	Kiros Card [1:3] (Card Mod)	
 	Refine into: Haste Magic [1:100] (Time Mag-RF)	
 Monk's Code	Teaches GF the Counter Ability	ii
	Refine from: Glow Curtain [2:1] (GF Abl Med-RF)	12500
	Edea Card [1:3] (Card Mod)	
 	Refine into: Str Up [1:1] (Forbid Med-RF)	
Knight's Code	Teaches GF the Cover Ability	ii
	Refine from: Holy War [5:1] (GF Abl Med-RF)	10000
 	Refine into: Vit Up [1:1] (Forbid Med-RF)	
Doc's Code	Teaches GF the Med Data Ability	
	Refine from: Elixir [10:1] (GF Abl Med-RF)	10000
	Leviathan Card [1:3] (Card Mod)	
 	Refine into: Megalixir [1:1] (Forbid Med-RF)	
 Hundred	Teaches GF the Kamikaze Ability	
Needles	Refine from: Cactus Thorn [100:1] (GF Abl Med-RF)	10000
	Refine into: Spd Up [1:1] (Forbid Med-RF)	
 Three Stars	Teaches GF the Expendx3-1 Ability	
į	Refine from: Squall Card [1:3] (Card Mod)	12500
	Refine into: Triple Magic [1:100] (Time Mag-RF)	
Ribbon	Teaches GF the Ribbon Ability	
	Obtain: PocketStation exclusive item	25000
	Refine from:	<u> </u>
 	Refine into: Status Guard [1:1] (GF Abl Med-RF)	

Ammunition Items:

!		Buy
Name:	Use + Obtain Methods + Refinement:	& Sell
========	======================================	=====
Normal Ammo	Used in Irvine's Shot Limit Break	20
	Obtain: Buy from various shops	1
	Refine from: Screw [1:8] (Ammo-RF)	
	Refine into: Fast Ammo [1:1] (Ammo-RF)	
Shotgun Ammo	 Used in Irvine's Shot Limit Break	40
İ	Obtain: Buy from various shops	2
j	Refine from:	i i
į	Refine into: Fast Ammo [1:2] (Ammo-RF)	į į
Dark Ammo	 Used in Irvine's Shot Limit Break	300
i	Obtain: Buy from Esthar Shop	15
i	Refine from: Poison Powder [1:10] (Ammo-RF)	i
i	Venom Fang [1:20] (Ammo-RF)	i i
i	Abadon Card [1:30] (Card Mod)	i i
į	Refine into:	i i
Fire Ammo	Used in Irvine's Shot Limit Break	500
	Obtain: Buy from Esthar Shop	25
	Refine from: Bomb Fragment [1:20] (Ammo-RF)	
	Red Fang [1:40] (Ammo-RF)	
	Fuel [1:10] (Ammo-RF)	

I	T	Oilboyle Card [1:30] (Card Mod)	
 	Refine into: -	 	
 Demolition	 Used in Irvi	ne's Shot Limit Break	800
Ammo		Buy from Esthar Shop (Familiar)	40
	Refine from:	Missile [1:20] (Ammo-RF)	
		Running Fire [1:40] (Ammo-RF)	ļ
		Cactus Thorn [1:40] (Ammo-RF)	
		Trauma Card [1:30] (Card Mod)	
 	Refine into: 	 	
Fire Ammo	Used in Irvi	ne's Shot Limit Break	100
	Obtain:	Buy from Esthar Shop (Familiar)	5
	Refine from:	Normal Ammo [1:1] (Ammo-RF)	- 1
		Shotgun Ammo [1:2] (Ammo-RF)	- 1
		GIM47N card [1:10] (Ammo-RF)	- 1
	Refine into:		- [
AP Ammo	Used in Irvin	ne's Shot Limit Break	
ĺ	Refine from:	Sharp Spike [1:10] (Ammo-RF)	50
		Chef's Knife [1:20] (Ammo-RF)	- 1
	Refine into:		
 Pulse Ammo	Used in Irvi		
ĺ	Refine from:	Energy Crystal [1:10] (Ammo-RF)	250
ĺ		Laser Cannon [1:5] (Ammo-RF)	j
		Power Generator [1:20] (Ammo-RF)	
	Refine into:	Ultima Magic [5:1] (Forbid Mag-RF)	

Tool Items:

			Buy
Name:	Use + Obtain	Methods + Refinement:	& Sell
========	=======		=====
M-Stone Piece	Used to refin	ne weak magic	
	Obtain:	Steal from Lvl 1-19 Bite Bug	5
		Steal from Lvl 1-19 Blobra	
		Steal from Lvl 1-19 Buel	
	Refine from:	Funguar Card [1:1] (Card Mod)	
		Bite Bug Card [1:1] (Card Mod)	
	Refine into:	Thunder Magic [1:5] (T Mag-RF)	
		Blizzard Magic [1:5] (I Mag-RF)	
		Fire Magic [1:5] (F Mag-RF)	
		Cure Magic [1:5] (L Mag-RF)	
		Slow Magic [1:5] (Time Mag-RF)	
		Silence Magic [1:5] (ST Mag-RF)	
		Esuna Magic [1:5] (Supt Mag-RF)	
Magia Stand			
Magic Stone	'	ne medium magic Steal from Lvl 20-29 Bite Bug	 10
1	ODCAIII•	Steal from Lvl 20-29 Blobra	12
1	 		
	 	Steal from Lvl 20-29 Buel	
l	Reline from:	Grat Card [1:1] (Card Mod)	
l		Buel Card [1:1] (Card Mod)	
		Jelleye Card [1:1] (Card Mod)	
	Refine into:	Thundara Magic [1:5] (T Mag-RF)	
		Blizzara Magic [1:5] (I Mag-RF)	

1		Fira Magic [1:5] (F Mag-RF)	
	<u> </u>	Cura Magic [1:5] (L Mag-RF)	
j	i	Haste Magic [1:5] (Time Mag-RF)	
i	i	Berserk Magic [1:5] (ST Mag-RF)	
į	į	Dispel Magic [1:5] (Supt Mag-RF)	
 Wizard Stone	 Used to refin	 ne strong magic	
		Steal from Lvl30+ Bite Bug	20
		Magic Scroll [1:10] (Tool-RF)	
		GF Scroll [1:10] (Tool-RF)	
	i	Draw Scroll [1:10] (Tool-RF)	
i	i	Item Scroll [1:10] (Tool-RF)	
j	j	Gambler Spirit [1:10] (Tool-RF)	
j	j	Vysage Card [1:1] (Card Mod)	
j	j	Imp Card [1:1] (Card Mod)	
j	Refine into:	Thundaga Magic [1:5] (T Mag-RF)	
j	j	Blizzaga Magic [1:5] (I Mag-RF)	
j	j	Firaga Magic [1:5] (F Mag-RF)	
j	j	Curaga Magic [1:5] (L Mag-RF)	
		Stop Magic [1:5] (Time Mag-RF)	
		Bio Magic [1:5] (ST Mag-RF)	
1	ļ.	Dispel Magic [1:20] (Supt Mag-RF)	
Ochu Tentacle	Used for ref	inement	
i		Steal from Ochu	75
		Ochu Card [1:1] (Card Mod)	
j		Eye Drops [1:3] (ST Med-RF)	
į	į	Blind Magic [1:20] (ST Mag-RF)	
 Healing Water	Used for ref:	 inement	
j	Obtain:		75
	Refine from:		
	Refine into:	Hi-Potion [1:2] (Recov Med-RF)	
		Tent [1:2] (Tool-RF)	
		G-Hi-Potion [1:2] (GF Recov Med-RF)	
		Cura Magic [1:20] (L Mag-RF)	
 Cockatrice	Used for ref:	 inement	
Pinion	Obtain:	Steal from Cockatrice	50
	Refine from:	Cockatrice Card [1:1] (Card Mod)	
		Iguion Card [1:1] (Card Mod)	
	Refine into:	Soft [1:3] (ST Med-RF)	
		Break Magic [1:20] (ST Mag-RF)	
Zombie Powder	 Used for ref	inement	
	Obtain:	Steal from Blood Soul	50
		Blood Soul Card [1:1] (Card Mod)	
	Refine into:	Holy Water [1:3] (ST Med-RF)	
 		Zombie Magic [1:20] (L Mag-RF)	
 Lightweight	Used for ref:	inement	
	Obtain:	Steal from Vysage	50
	Refine from:	Cerberus Card [1:1] (Card Mod)	
	Refine into:	Accelerator [100:1] (GF Abl Med-RF)	
		Haste Magic [1:20] (Time Mag-RF)	
 Sharp Spike	Used for ref:	inement	
	Obtain:	Steal from Grand Mantis	50
	Refine from:	Grand Mantis Card [1:1] (Card Mod)	
		Death Claw Card [1:1] (Card Mod)	

	Refine into:	AP Ammo [1:10] (Ammo-RF)	
 Screw	Used for refi	inement	
	Obtain:	Dropped by Geezard	25
	Refine from:	Geezard Card [1:5] (Card Mod)	
 	Refine into:	Normal Ammo [1:8] (Ammo-RF)	
Saw Blade	Used for ref	inement	
	Obtain:	Steal from Belhelmel	50
		Belhelmel Card [1:1] (Card Mod)	
	Refine into:	Death Magic [1:10] (L Mag-RF)	
 		Dispel Magic [1:20] (Supt Mag-RF)	
 Mesmerize	Used for refi	inement	
Blade	Obtain:	Steal from Mesmerize	50
	Refine from:	Mesmerize Card [1:1] (Card Mod)	
	Refine into:	Mega-Potion [1:2] (Recov Med-RF)	
		G-Hi-Potion [1:1] (GF Recov Med-RF)	
		Regen Magic [1:20] (L Mag-RF)	
 Vampire Fang	Used for refi	 inement	
į	Obtain:	Steal from Red Bat	50
į	Refine from:	Red Bat Card [1:1] (Card Mod)	
į į	Refine into:	Drain Magic [1:20] (Supt Mag-RF)	
Fury Fragment			105
		Steal from Blue Dragon	125
		Blue Dragon Card [4:1] (Card Mod)	
 	Reline into.	Aura Stone [1:2] (Tool-RF) Aura Magic [1:5] (Supt Mag-RF)	
 		Aura Magic [1.5] (Supt Mag-RF)	
 Betrayal Sword	Used for ref	inement	
	Obtain:	Steal from Blitz	50
		Forbidden Card [1:1] (Card Mod)	
	Refine into:	Remedy [1:1] (ST Med-RF)	
 		Confuse Magic [1:20] (ST Mag-RF)	
Sleep Powder	Used for ref	inement	
	Obtain:	Steal from Funguar	50
	Refine from:		
	Refine into:	Remedy [1:1] (ST Med-RF)	
		Sleep Magic [1:20] (ST Mag-RF)	
 Life Ring	Used for refi	inement	
	Obtain:	Steal from Lefty	50
	Refine from:	Torama Card [5:1] (Card Mod)	
ĺ	Refine into:	Phoenix Down [1:2] (Recov Med-RF)	
		G-Returner [1:2] (GF Recov Med-RF)	
		Life Magic [1:20] (L Mag-RF)	
 Dragon Fang	Used for refi	inement	
		Dropped by Blue Dragon	50
		Dropped by Lvl 20-29 T-Rexaur	
	Refine from:		
	Refine into:	Remedy [1:1] (ST <u>Med-RF)</u>	
	Refine into:	Remedy [1:1] (ST Med-RF) Med Kit [100:1] (GF Abl Med-RF)	
	Refine into:	Med Kit [100:1] (GF Abl Med-RF) Esuna Magic [1:20] (Supt Mag-RF)	

			Buy
 Name:	Use + Obtain Methods +	Refinement:	& Sell
	============		=====
Spider Web	Teaches Quistis Ultra	Waves	
1	Obtain: Steal fro	m Caterchipillar	50
Ţ		illar Card [1:1] (Card Mod)	<u> </u>
	Refine into: Slow Magi	c [1:20] (Time Mag-RF)	!
Coral Fragment	Teaches Quistis Electr Obtain: Steal fro		75
	Refine from: Creeps Ca		/5
		Magic [1:20] (T Mag-RF)	
Curse Spike	Teaches Quistis Lv?Dea	th	ji
	Obtain: Steal fro	m Tri-Face	75
	Dropped b	y Malboro	
	Refine from: Tri-Face	Card [1:1] (Card Mod)	
	Refine into: Remedy [1		
		c [1:10] (ST Mag-RF)	
		er [100:1] (Tool-RF)*	
	*Note: Si	ren must be Lvl 100.	
 Black Hole			
Black Hole	Teaches Quistis Degene Obtain: Dropped b	rator y Lv130+ Wendigo (Rare)	 75
	Steal fro		/5
	Refine from: Gesper Ca		
		ard [1:100] (Card Mod)	
<u> </u>	Refine into: Demi Magi		i
İ			ii
Water Crystal	Teaches Quistis Aqua B	reath	ji
	Obtain: Steal fro	m Fastitocalon	75
		lon-F Card [5:1] (Card Mod)	
ļ		lon Card [1:1] (Card Mod)	<u> </u>
	Refine into: Water Mag	ic [1:30] (I Mag-RF)	
 Missile	Teaches Quistis Micro		
MISSITE		missiles m Lv130+ Death Claw (Rare)	 75
	Steal fro		/3
	Refine from:	G11.5211	;
		n Ammo [1:20] (Ammo-RF)	i
İ			
Mystery Fluid	Teaches Quistis Acid		
	Obtain: Steal fro	m Gayla	75
	Refine from: Gayla Car		
ļ	Refine into: Meltdown	Magic [1:10] (ST Mag-RF)	!!!
Running Fire	Teaches Quistis Gatlin		
	Obtain: Steal fro	m SAM08G y Lvl20+ Iron Giant	75
	propped b Refine from: SAM08G Ca		
		n Ammo [1:40] (Ammo-RF)	
	<u></u>		
 Inferno Fang	Teaches Quistis Fire B	reath	
	Obtain: Steal fro	m Ruby Dragon	75
	Refine from: Ruby Drag	on Card [10:1] (Card Mod)	
	Refine into: Flare Sto		
	Flare Mag	ic [1:20] (F Mag-RF)	

Malboro	Teaches Quis	tis Bad Breath	
Tentacle	Obtain:	Steal from Malboro	100
	Refine from:	Malboro Card [4:1] (Card Mod)	
	Refine into:	Remedy [1:2] (ST Med-RF)	
İ	ĺ	Moon Curtain [1:100] (GF Abl Med-RF)	į
İ	ĺ	Bio Magic [1:40] (ST Mag-RF)	į
 Whisper	Teaches Quis		
į	Obtain:	Steal from Adamantoise	100
i	Refine from:		i
<u> </u>		Cottage [1:1] (Tool-RF)	i
<u> </u>		G-Hi-Potion [1:4] (GF Recov Med-RF)	i
1	<u> </u>	Healing Ring [100:1] (GF Abl Med-RF)	i
1	<u> </u>	Curaga Magic [1:50] (L Mag-RF)	i
 Laser Cannon	Teaches Quis	tis Homing Laser	
	Obtain:	Dropped by Lv130+ Belhelmel (Rare)	125
		Steal from Lvl30+ Elastoid	
	Refine from:		
	Refine into:	Pulse Ammo [1:5] (Ammo-RF)	
Barrier	Teaches Quis	tis Mighty Guard	
	Obtain:	Steal from Behemoth	125
İ	Refine from:	Behemoth Card [10:1] (Card Mod)	i
j	Refine into:	Aegis Amulet [50:1] (GF Abl Med-RF)	i
į	į	Shell Magic [1:40] (Supt Mag-RF)	j
 Power	Teaches Quis	tis Ray Bomb	
Generator		Steal from Lvl30+ Blitz (Rare)	200
i	Refine from:		i
į		Pulse Ammo [1:20] (Ammo-RF)	j
 Dark Matter	Teaches Ouis	 tis Shockwave Pulsar	
		Curse Spike [100:1] (Tool-RF)*	250
		*Note: Siren must be Lvl 100	
	 Pefine inte:	Shaman Stone [1:1] (Tool-RF)	
		Luck-J Scroll [1:1] (GF Abl Med-RF)	
	!	Ultima Magic [1:100] (Forbid Mag-RF)	'

Compatibility Items: Also Section {GUA-4}

	 		 Buy
Name:	 Use + Obtain	Methods + Refinement:	& Sell
========	========		=====
Bomb Fragment	Raises compa	tibility with Ifrit	
İ	Obtain:	Steal from Bomb	25
İ	Refine from:	Bomb Card [1:1] (Card Mod)	i i
İ	Refine into:	Fire Ammo [1:20] (Ammo-RF)	į į
	1	Bomb Spirit [100:1] (GF Abl Med-RF)	
İ	ĺ	Fira Magic [1:20] (F Mag-RF)	i i
	Í		ÍÌ
Red Fang	Raises compa	tibility with Ifrit	ii
İ	Obtain:	Steal from Chimera	75
		Steal from Hexadragon	i i
	Refine from:	Hexadragon Card [3:1] (Card Mod)	i i

	Refine into: Fire Ammo [1:40] (Ammo-RF) Firaga Magic [1:20] (F Mag-RF)	
 Arctic Wind 	Raises compatibility with Shiva Obtain: Steal from Lvl 1-19 Glacial Eye Refine from: Glacial Eye Card [1:1] (Card Mod) Refine into: Blizzara Magic [1:20] (I Mag-RF)	 25
 North Wind 	Raises compatibility with Shiva Obtain: Steal from Lvl20+ Glacial Eye Refine from: Snow Lion Card [1:1] (Card Mod) Shiva Card [1:100] (Card Mod) Refine into: Blizzaga Magic [1:20] (I Mag-RF)	 75
Dynamo Stone 	Raises compatibility with Quezacotl Obtain: Steal from Lv130+ Blitz Refine from: Blitz Card [1:1] (Card Mod) Quezacotl Card [1:100] (Card Mod) Refine into: Thundaga Magic [1:20] (T Mag-RF)	 125
 Shear Feather 	Raises compatibility with Pandemona Obtain: Steal from Lvl 1-29 Thrustaevis Refine from: Thrustaevis Card [1:1] (Card Mod) Refine into: Aero Magic [1:20] (T Mag-RF)	 125
 Venom Fang 	Raises compatibility with Doomtrain Obtain: Steal from Anacondaur Refine from: Anacondaur Card [1:1] (Card Mod) Refine into: Antidote [1:10] (ST Med-RF) Dark Ammo [1:20] (Ammo-RF) Bio Magic [1:20] (ST Magic-RF)	
 Steel Orb 	Raises compatibility with Diablos Obtain: Dropped by Wendigo Refine from: Wendigo Card [1:1] (Card Mod) Refine into: Demi Magic [1:15] (Time Mag-RF)	 75
 Moon Stone 	Raises compatibility with Alexander Obtain: Steal from Elnoyle Refine from: Refine into: Holy Stone [1:2] (Tool-RF) Holy Magic [1:20] (Forbid Mag-RF)	 75
 Dino Bone 	Raises compatibility with Brothers Obtain: Steal from T-Rexaur Refine from: Armadodo Card [1:1] (Card Mod) T-Rexaur Card [2:1] (Card Mod) Sacred Card [1:100] (Card Mod) Refine into: Quake Magic [1:20] (Time Mag-RF)	 75
 Windmill 		 75
 Dragon Skin 	Raises compatibility with Carbuncle Obtain: Dropped by Lvl30+ Anacondaur Refine from: Refine into: Glow Curtain [1:100] (GF Abl Med-RF)	

	 	Reflect Magic [1:20] (Supt Mag-RF)	
 Fish Fin	Raises compat	cibility with Leviathan	
		Steal from Fastitocalon-F	' ' 25
	Refine from:		
		Water Magic [1:20] (I Mag-RF)	i i
Dragon Fin		tibility with Cerberus	
	Obtain:	Steal from Grendel	25
		Grendel Card [1:1] (Card Mod)	
	Refine into:	Double Magic [1:20] (Time Mag-RF)	
Silence Powder	 Raises compat	cibility with Siren	
		Steal from Grat	25
	Refine from:		j
	Refine into:	Echo Screen [1:3] (ST Med-RF)	j
		Silence Magic [1:20] (ST Mag-RF)	
Poigon Poydor	Paigog gomes	-ibility with Doomtrain	
Polson Powder 		cibility with Doomtrain Steal from Imp	 25
	ODCAIII• 	Dropped by Tri-Face	45
	 Refine from:		
		Antidote [1:3] (ST Med-RF)	
		Dark Ammo [1:10] (Ammo-RF)	
	' 		'
Dead Spirit	Used for ref	inement	
	Obtain:	Steal from Forbidden	75
	Refine from:	Odin Card [1:100] (Card Mod)	
	Refine into:	Death Stone [1:2] (Tool-RF)	
	!	Death Magic [1:20] (L Mag-RF)	
 Chef's Knife	 Raises compat	ibility with Tonberry	
Circl B Ruille	Obtain:	Dropped by/Steal from Tonberry	ı 75
		Tonberry Card [1:1] (Card Mod)	
	<u> </u>	Tonberry King Card [1:1] (Card Mod)	
	Refine into:	AP Ammo [1:20] (Ammo-RF)	
	j	Death Magic [1:30] (L Mag-RF)	j
Cactus Thorn		cibility with Cactuar	
		Steal from Cactuar	75
	Refine from:	Cactuar Card [1:1] (Card Mod)	
	 Dofine inte:	Jumbo Cactuar King Card [1:1] (Card Mod) Demolition Ammo [1:40] (Ammo-RF)	
	Reline into:	Hundred Needles [100:1] (GF Abl Med-RF)	
 	ı 		
Shaman Stone	 Raises compat	tibility with Bahamut	
	Refine from:	Rosetta Stone [1:1] (Tool-RF)	1250
		Hungry Cookpot [1:1] (Tool-RF)	
		Mog's Amulet [1:1] (Tool-RF)	
		Dark Matter [1:1] (Tool-RF)	
	Refine into:	LuvLuvG [1:1] (Tool-RF)	
		Hero Trial [10:1] (Forbid Med-RF)*	
		*Note: Doomtrain must be Lvl 100 Rosetta Stone [1:1] (GF Abl Med-RF)	

 Name: 	 Use + Obtain Methods + Refinement: 	Buy & Sell =====
 Fuel 	Used to drive cars Obtain: Buy from various shops Refine from: Refine into: Fire Ammo [1:10] (Ammo-RF)	3000 750
 Girl Next Door 	Naughty Magazine; Give to Zone for the Shiva Card Obtain: Magazine stack at Timber Maniacs Refine from: Refine into:	 12500
 Sorceress' Letter 	Plot progress item Obtain: From Edea (Disc 3) Refine from: Refine into:	 125
Chocobo's Tag 	Re-names your Chocobo Obtain: PocketStation exclusive item Refine from: Refine into:	
 Pet Nametag 	Re-names Rinoa's dog Angelo Obtain: - D-District Prison, Floor 2, Left Cell - Journalist in Timber Refine from: Refine into:	 125
 Solomon Ring 	Used to summon Doomtrain Obtain: Find at Tears Point Refine from: Refine into:	 125
 Magical Lamp 	Used to summon Diablos Obtain: Gotten from Cid (Disc 1) Refine from: Refine into:	 125

Stat Boosting Items:

		Buy
Name:	Use + Obtain Methods + Refinement:	& Sell
========		=====
HP Up	Permanently raises a character's Max HP by 10	
	Obtain:	250
	Refine from: Gaea's Ring [1:1] (Forbid Med-RF)	
	Refine into: HP-J Scroll [2:1] (GF Abl Med-RF)	
Str Up	Permanently raises a character's Strength by 1	
	Obtain:	250
	Refine from: Hyper Wrist [10:1] (Forbid Med-RF)	
	Monk's Code [1:1] (Forbid Med-RF)	
	Refine into: Str-J Scroll [2:1] (GF Abl Med-RF)	
Vit Up	Permanently raises a character's Vitality by 1	
	Obtain:	250

	Refine from: Adamantine [10:1] (Forbid Med-RF) Knight's Code [1:1] (Forbid Med-RF)	
 	Refine into: Vit-J Scroll [2:1] (GF Abl Med-RF)	
 Mag Up	Permanently raises a character's Magic by 1	
	Obtain:	250
ļ	Refine from: Royal Crown [10:1] (Forbid Med-RF)	- !
 	Refine into: Mag-J Scroll [2:1] (GF Abl Med-RF)	
 Spr Up	Permanently raises a character's Spirit by 1	i
	Obtain:	250
	Refine from: Magic Armlet [10:1] (Forbid Med-RF)	- 1
 	Refine into: Str-J Scroll [2:1] (GF Abl Med-RF)	
Spd Up	Permanently raises a character's Speed by 1	
	Obtain:	250
	Refine from: Aegis Amulet [2:1] (Forbid Med-RF)	- 1
	Jet Engine [50:1] (Forbid Med-RF)	- 1
	Rocket Engine [5:1] (Forbid Med-RF)	- 1
	Hundred Needles [1:1] (Forbid Med-RF)	- 1
	Refine into: Spr-J Scroll [2:1] (GF Abl Med-RF)	
 Luck Up	Permanently raises a character's Luck by 1	
	Obtain:	250
	Refine from: Luck-J-Scroll [1:1] (Forbid Med-RF)	- 1
	Refine into: Luck-J Scroll [2:1] (GF Abl Med-RF)	
 LuvLuvG	Raises compatibility with all GF's for one char. by 20.2	
	Obtain:	250
	Refine from: Chubby Chocobo Card [1:100] (Card Mod)	
	Shaman Stone [1:1] (Tool-RF)	
I	Refine into:	1

Magazine Items:

 Name: 	 Use + Obtain Methods + Refinement: 	Buy & Sell
======== Weapons Mon 1st 	=====================================	===== 50000 25000
 Weapons Mon Mar	Shows new weapon options in junk shops Obtain: - Buy from Esthar Book Store	 1000 500
 Weapons Mon Apr 	Shows new weapon options in junk shops Obtain: - Dropped by Elvoret Buy from Esthar Book Store	 1000 500
 Weapons Mon May 	 Shows new weapon options in junk shops Obtain: - Deling City Sewers (enter through manhole) - Buy from Esthar Book Store	 1000 500
 Weapons Mon Jun 	Shows new weapon options in junk shops Obtain: - Dropped by BGH251F2 (first battle) - Buy from Esthar Book Store	 1000 500

Weapons Mon Jul	Shows new weapon options in junk shops Obtain: - Balamb Garden Training Center (Disc 3)	1000 500
	- Buy from Esthar Book Store Shows new weapon options in junk shops	 1000
	Obtain: - Trabia Garden (screen with fountain) - Buy from Esthar Book Store	500
Combat King 001	Lists Dolphin Blow under Zell's Limit Break Obtain: - D-District Prison, Floor 1, Right Cell - Buy from Esthar Book Store	1000 500
 Combat King 002 	 Lists Meteor Strike under Zell's Limit Break Obtain: - Dropped by Raijin (2nd Balamb battle) - Buy from Esthar Book Store	 1000 500
 Combat King 003 	 Lists Metero Barret under Zell's Limit Break Obtain: - Do the pony-tail girl 'quest' 	1000
 Combat King 004 	 Lists Different Beat under Zell's Limit Break Obtain: - Esthar Soldier at Esthar walkway 	1000
 Combat King 005 	 Lists My Final Heaven under Zell's Limit Break Obtain: - Lunatic Pandora (west from the 3 traps) 	30000 15000
 Pet Pals Vol.1 	Allows Angelo to learn Angelo Strike Obtain: - Received on the train to Timber Buy from Esthar Book Store	1000
 Pet Pals Vol.2 	Allows Angelo to learn Angelo Recover Obtain: - On Rinoa's bed in the Forest Owl's train - Buy from Esthar Book Store	1000
 Pet Pals Vol.3 	 Allows Angelo to learn Invincible Moon Obtain: - Buy from Esthar Book Store	1000
 Pet Pals Vol.4 	Allows Angelo to learn Angelo Reverse Obtain: - Buy from Esthar Book Store	1000
 Pet Pals Vol.5 	 Allows Angelo to learn Angelo Search Obtain: - Buy from Esthar Book Store	1000
 Pet Pals Vol.6 	Allows Angelo to learn Wishing Star Obtain: - Buy from Esthar Book Store	1000
 Occult Fan I 	Magazine with a clue about Doomtrain Obtain: - Bookshelf in Balamb Garden's Library - Buy from Esthar Book Store (Familiar)	35000 17500
 Occult Fan II 	Magazine with a clue about Doomtrain Obtain: - Dollet Pub, private room's magazine stack - Buy from Esthar Book Store (Familiar)	 35000 17500
 Occult Fan III 	Magazine with a clue about Doomtrain Obtain: - From Master Fisherman in Fisherman's Horizon	 17500
Occult Fan IV	 Magazine with a clue about Doomtrain	

20000

|Obtain: - Esthar Presidential Aide

This section will cover the definition of a Perfect Game, and divides it up into several 'Levels' of completion, just to organize this.

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The following are levels, layers if you will, to define a Perfect Game. If you want to really go crazy over this, you'll want to select the highest level. It should be noted that any file on Disc 4 that is a 'potential Perfect Game' is actually a Perfect Game. Say, you didn't miss anything, but you still have to max out your Luck and Dark Matters, but you can do this any time you want (with the help of fixed encounters, most likely). This would be a Perfect Game in the making.

Level 1:

- (Being able to) Beat the game
- (Being able to) Beat Ultima Weapon & Omega Weapon (*0. See below)
- Best Weapons for all characters
- All Limit Breaks (*1. Rinoa excepted-see below)
- All Guardian Forces
- At least 1 of each card
- 32 Magics in the List for all characters (*2. See below)
- All Side Quests completed (*3. Ultima Weapon excepted-see below)
- (DO/DO NOT) Have Odin on Disc 4 (*4. Reasoning-see below)
- Have Battle Meter with all upgrades
- Max SeeD Level A
- Either 0, or ALL SeeD tests done
- Destroy X-ATM092 (*5. Reasoning-see below)
- 0 Kills for Seifer and Edea (*6. Reasoning-see below)

Level 2:

- Level 1 requirements
- At least 1 of each item
- Zero KO's for all Characters
- Minimum Escapes (1, fleeing from X-ATM092)
- All Characters Level 100
- All Guardian Forces Level 100
- Max compatibility with all GF's for all characters
- All Treasure found
- Max Stats with junctions for all Characters
- All Tutorial options available
- JUST the Diff and Open rule at any region for Triple Triad
- All Guardian Forces still have all their unique abilities, and are also customized to have better abilities when possible (*7. See below)

Level 3:

- Level 2 requirements
- Max of every card
- Str, Vit, Mag, Spr maxed for all characters without junctioning

- Max of every item with exceptions (*8. See below)
- All Guardian Forces have 9999 HP

Level 4:

- Level 3 requirements
- Max Gil
- Max Kills for the 6 Main Characters
- Max of every item (except Pocketstation Items)
- Max Speed for all characters

Level 5:

- Level 4 requirements
- Max Luck for all characters

Level 6: (Adds Pocketstation-only things)

- Level 5 requirements

Notes:

- *0. I keep Ultima and Omega Weapon alive for various reasons. First of all, I keep Ultima Weapon alive because the fixed Deep Sea Research Center encounters will stay. Second, when you're all mighty and powerful, you'll want an opponent to show off your skills on. What better opponents than Ultima and Omega? A mere Ruby Dragon doesn't even compare..
- *1. Rinoa must NOT have Angelo Reverse and Angelo Recover. The reason for this is that you will want to search for rare items with Angelo Search, and the previously two named Limit Breaks can seriously slow down Angelo Search. You must learn these Limit Breaks if you have all the items that wanted through the use of Angelo Search.
- *2. It should be clear that the Magic List should be completely filled. The next question would be with which magic, because there are a total of 49 magic (50 if you include Apocalypse, which I don't include), and there's only space for 32 Magics. In the end, I really don't think it matters much which list you have, because you can change this REALLY quickly compared to all the other things no the list. Besides, you can change this ANYTIME you want, so there really isn't a problem, and this is very subjective and a matter of opinion.

A few suggestions:

- Everyone should have 100 of the following spells: Ultima, Meteor, Full-Life, Triple, Aura.
- You should leave out the lower level elemental spells and stick with the -aga spells. They do the same thing, except better..and they look neat ;)
- *3. You should not defeat Ultima Weapon. Besides that it's always good to have a powerful opponent ready to defeat when you're ultra powerful (besides Omega Weapon, which I think you should also keep alive as long as possible), this has an other useful advantage. The fixed encounters in the Deep Sea Research Center will stay if you don't beat Ultima Weapon. This means you can keep encountering Tri-Face as a fixed encounter, which will considerably help you with getting a good supply of Curse Spikes, an item you'll be needing thousands and thousands of for refining into other great items and mainly boosting your Luck. You can also keep encountering Behemoths, an other quite rare creature otherwise.

- *4. Having Odin on Disc 4 means that you explicitly chose to NOT get Gilgamesh, and for the reason that Odin is 1) Better than Gilgamesh, and 2) Gilgamesh will SERIOUSLY screw up your chances of finding items automatically with Angelo Search. So get Odin on Disc 4, or better yet, wait with getting him until you have done almost everything. That way he won't annoy you by killing creatures that you actually wanted to kill yourself.
- *5. Destroying X-ATM092 means blowing it to smithereens. This means that the car in Dollet doesn't get destroyed, and it also means a Bonus on your SeeD Rank that you initially get. A Perfect Game is about maxing out the good things and minimizing the bad things. If the car gets destroyed and YOU don't destroy X-ATM092, that's a bad thing and by that reasoning alone you should destroy it. Besides, getting the Bonus is just a part of the Perfect initial SeeD Score. Admittedly this doesn't matter much, because SeeD score can be boosted easily anyway. Still, go and destroy that robot!
- To those of you nagging that you will miss an FMV, so what? You will miss an FMV in the game anyway, and that's the FMV where Balamb Garden gets destroyed when you seriously screw up at the Missile Base. If you're so obsessed with seeing every FMV, just save your game, watch the FMV as many times you like, including the 'Balamb Garden gets destroyed FMV', and continue with the Perfect Game when you load your game back up. Seeing the X-ATM092 FMV is just as much failure in my eyes as the 'Balamb Garden gets destroyed FMV'. And they're both awesome, but that's not what this is about.
- *6. Because the max kills is somewhere in the 65535 region, this will not be possible for Seifer and Edea. Well, let's look at it this way: It's possible, but it would take about 320 hours or so to do it just for Seifer. That would seriously kill off the whole challenge for any player, as it's right at the start of the game. It would also make Squal and Zell level 100, making stat maxing a pain later on. If you think you can do 320 hours for Seifer and Edea *EACH*, for a total of 640 hours, be my guest. My opinion on it is that it is an UTTERLY WASTE OF TIME. Especially when you can consider the following: If you have 0 kills on Seifer and Edea, this only proves you didn't really need them, which shows off the power of your main characters. 0 kills for them just looks infinitely much better than any random number, besides perhaps 69..
- *7. Unique Abilities are abilities that simply cannot be learned through the use of items. In other words, if a GF unlearns it, they can NEVER learn it again. You must avoid this at all costs.
- *8. Exceptions here are ALL items that can directly be refined into stat boosting items, Elem Atk, Elem Guard, Status Atk, Status Guard, Rosetta Stone, stat boosting items themselves, Dark Matter, Shaman Stone, Hero Trial, and the items that can only be gotten with a Pocketstation. The reasoning behind this is plain simple; Maxing these items takes a LONG time.

This is a brief section which describes your possibilities to permanently increase your stats when your characters are already Level 100. The methods are listed in the order of fastest to slowest. #1. will always be the fastest method to max out a stat. The stats that can be boosted through the use of 'Bonus' abilities are listed in the short list below (basically *not* Speed and Luck):

HP: +30 per Level Str: +1 per Level Vit: +1 per Level Mag: +1 per Level Spr: +1 per Level

And now on to the methods of stat maxing:

- On Disc 4, you can win all modded cards back from CC-Group Left Diamond Girl. She uses Trabia Rules, and she'll always use any rare card she can use, starting with the first that's missing in your list.
- PuPu Card can NEVER be won from anyone.

HP:

- 1. | 100x Giant's Ring (Buy, 1.5 Mil Gil) -> 10x Gaea's Ring -> 10x HP Up
- 2. | 1x Ward's card -> 3x Gaea's Ring -> 3x HP Up
- 3. Devour Level 45+ Ruby Dragon. Deep Sea Research Center's fixed encounters can help to speed this up.

Strength:

- 1. | 1x Eden's card -> 3x Monk's Code -> 3x Str Up
- 2. | 100x Power Wrist (Buy, 1.5 Mil Gil) -> 10x Hyper Wrist -> 1x Str Up
- 3. Devour Level 30+ T-Rexaur. Only available from random encounters.

Vitality:

- 1. | 1x Minotaur's card -> 10x Adamantine -> 2x Vit Up
- 2. | 1x Gilgamesh's card -> 10x Holy War -> 2x Knight's Code -> 2x Vit Up
- 3. | 500x Vit-J Scroll (Buy, 3.75 Mil Gil) -> 50x Orihalcon -> 5x Adamantine | -> 1x Vit Up
- 4. Devour Level 30+ Adamantoise. Only available from random encounters.

Magic:

- 1. | 100x Hypno Crown (Buy, 1.5 Mil Gil) -> 10x Royal Crown -> 1x Mag Up
- 2. Devour Level 40+ Behemoth. Deep Sea Research Center fixed encounters can help to speed this up.
- 3. | 10x Edea Card -> 30x Royal Crown -> 3x Mag Up

Spirit:

- 1. | 100x Force Armlet (Buy, 1.5 Mil Gil) -> 10x Magic Armlet -> 1x Spr Up
- 2. Devour Level 30+ Malboro. Only available from random encounters.

Speed:

- 1. | 5x Irvine's card -> 15x Rocket Engine -> 3x Spd Up
- 2. | 100x Cactus Thorn (killing Cactuars) -> 1x Hundred Needles -> 1x Spd Up. | Speed this up by fighting on Cactuar Island with only Cactuars.
- 3. Angelo Searching (automated) -> 2x Aegis Amulet -> 1x Spd Up

Luck:

Perfect Card List:

This one's actually easy for me to explain: You can get 100 of every card except for PuPu or the rare cards (of Level 8, 9 & 10). Of those you can get only 1. Do NOT Card Mod the PuPu Card; It's the only one that can NEVER be gotten again. The other rare cards can be won by playing the CC Card Members on Disc 4 (if you've done the CC quest).

Perfect Item List:

This is how your inventory should look like:

Page 1:		Page 2:		Page 3:		Page 4:	
Potion	100	Soft	100	 Protect Stone	100	 Pet House	100
Potion+	100	Eye Drops	100	Aura Stone	100	Cottage	100
Hi-Potion	100	Echo Screen	100	Death Stone	100	G-Potion	100
Hi-Potion+	100	Holy Water	100	Holy Stone	100	G-Hi-Potion	100
X-Potion	100	Remedy	100	Flare Stone	100	G-Mega-Potion	100
Mega-Potion	100	Remedy+	100	Meteor Stone	100	G-Returner	100
Phoenix Down	100	Hero trial	100	Ultima Stone	100	Rename Card	100
Mega Phoenix	100	Hero	100	Gysahl Greens	100	Amnesia Greens	100
Elixir	100	Holy War-trial	100	Phoenix Pinion	100	HP-J Scroll	100
Megalixir	100	Holy War	100	Friendship*	100	Str-J Scroll	100
Antidote	100	Shell Stone	100	Tent	100	Vit-J Scroll	100
	'		'	'	'	'	

Page 5:		Page 7:	
 Mag-J Scroll 100			 100 Power Wrist 100
			100 Hyper Wrist 100
Spd-J Scroll 100	Item Scroll 1	.00 Samantha Soul	100 Turtle Shell 100
Luck-J Scroll 100	Gambler Spirit 1	.00 Healing Mail	100 Orihalcon 100
Aegis Armlet 100	Healer Ring 1	.00 Silver Mail	100 Adamantine 100
Elem Atk 100	Phoenix Spirit 1	.00 Gold Armor	100 Rune Armlet 100
Elem Guard 100	Med Kit 1	.00 Diamond Armor	100 Force Armlet 100
Status Atk 100	Bomb Spirit 1	.00 Regen Ring	100 Magic Armlet 100
Status Guard 100	Hungry Cookpot 1	.00 Giant's Ring	100 Circlet 100
Rosetta Stone 100	Mog's Amulet* 1	.00 Gaea's Ring	100 Hypno Crown 100
Magic Scroll 100	Steel Pipe 1	.00 Strength Love	100 Royal Crown 100
·	·	!!	

Page 9:		Page 10:		Page 11:	
Jet Engine	100	Ribbon*	100	Wizard Stone	100
Rocket Engine	100	Normal Ammo	100	Ochu Tentacle	100
Moon Curtain	100	Shotgun Ammo	100	Healing Water	100
Steel Curtain	100	Dark Ammo	100	Cockatrice Pinion	100
Glow Curtain	100	Fire Ammo	100	Zombie Powder	100
Accelerator	100	Demolition Ammo	100	Lightweight	100
Monk's Code	100	Fast Ammo	100	Sharp Spike	100
Knight's Code	100	AP Ammo	100	Screw	100
Doc's Code	100	Pulse Ammo	100	Saw Blade	100
Hundred Needles	100	M-Stone Piece	100	Mesmerize Blade	100

Three Stars	100 Magic S	tone 100 Vampire Fang	100

Page 12:		Page 13:	P	age 14:	
Fury Fragment	100	 Mystery Fluid	 100	Arctic Wind	 100
Betrayal Sword	100	Running Fire	100	North Wind	100
Sleep Powder	100	Inferno Fang	100	Dynamo Stone	100
Life Ring	100	Malboro Tentacle	100	Shear Feather	100
Dragon Fang	100	Whisper	100	Venom Fang	100
Spider Web	100	Laser Cannon	100	Steel Orb	100
Coral Fragment	100	Barrier	100	Moon Stone	100
Curse Spike	100	Power Generator	100	Dino Bone	100
Black Hole	100	Dark Matter	100	Windmill	100
Water Crystal	100	Bomb Fragment	100	Dragon Skin	100
Missile	100	Red Fang	100	Fish Fin	100
1			'		

Page 15:	Page 16:	Page 17:

Dragon Fin	100	Pet Nametag*	2	Weapons Mon 1st 100
Silence Powder	100	Solomon Ring**	100	Weapons Mon Mar 100
Poison Powder	100	Magical Lamp**	1	Weapons Mon Apr 100
Dead Spirit	100	HP Up	100	Weapons Mon May 100
Chef's Knife	100	Str Up	100	Weapons Mon Jun 100
Cactus Thorn	100	Vit Up	100	Weapons Mon Jul 100
Shaman Stone	100	Mag Up	100	Weapons Mon Aug 100
Fuel	100	Spr Up	100	Combat King 001 100
Girl Next Door	1	Spd Up	100	Combat King 002 100
Sorceress' Letter	1	Luck Up	100	Combat King 003 100
Chocobo's Tag	100	LuvLuv G	100	Combat King 004 100
			'	

Page 18:

| Combat King 005 | 100 | Pet Pals Vol. 1 | 100 | Pet Pals Vol. 2 | 100 | Pet Pals Vol. 3 | 100 | Pet Pals Vol. 4 | 100 | Pet Pals Vol. 5 | 100 | Pet Pals Vol. 6 | 100 | Occult Fan I | 100 | Occult Fan II | 100 | Occult Fan III | 1 | Occult Fan IV | 1 |

* Note:

These items can only be gotten through the use of a Pocketstation, and belong to the very highest level of completion. You can only get 2 Pet Nametags in the game itself, and additional copies must be gotten through a Pocketstation.

** Note:

These items are used to get the GF's Doomtrain and Diablos and you will not be able to get another Magical Lamp ever again. It *is* however possible to get more Solomon Rings through the use of a Pocketstation.

Get the Hungry Cookpots, Healing Rings, Aegis Amulets, Status Guards, Gold Armors, Moon Curtains, Jet Engines, and definitely Hero Trials through the use of Angelo Search (automated searching). Some of these items like Hungry Cookpot can't even be maxed out otherwise, so do it.

You may also want to refine Hungry Cookpots into Shaman Stones, which can be refined into Rosetta Stones. Then again, you may just want to keep the Hungry Cookpots since they're unique, and Rosetta Stones and Shaman Stones can be gotten through the (admittedly tedious) process of gathering Curse Spikes and refine them into Dark Matters, and into Rosetta Stones and Shaman Stones.

WORK IN PROGRESS! SORRY!

This section shows the possible enemy group encounters you can get in a certain area, and even in which specific screens. Chances for the enemy groups are also included, and these have not yet been published publicly.. It can be useful.

Balamb Garden Training Center:

======== Fire Cavern:

Note: There are no encounters on the path that leads to the Fire Cavern.

```
o | 1x Buel + 1x Bomb
                             |+ 2x Red Bat (25%)
 |+ 2x Red Bat (20%)
                           o 2x Bomb
o | 2x Bomb + 2x Red Bat (10%) | + 2x Red Bat (16.7%)
Dollet (During SeeD Exam):
1.|Beach
 o |1x Elite Soldier (50%)
6. Town Square
                                                  No Encounters
o |3x G-Soldier (33.3%) o |3x G-Soldier (15%)
                     8.|1st Mountain Stairs 9.|2nd Mountain Stairs
7. | Bridge
o | 1x G-Soldier (50%) o | 2x G-Soldier (30%) o | o | 3x G-Soldier (50%) o | 1x Geezard (30%)
                      o | 1x G-Soldier (25%)
                      o | 2x Anacondaur (15%)
Deep Sea Research Center
Note: After defeating Ultima Weapon, there are only 3 screens that still have
==== random encounters: Screen 3 (Top Level), Screen 5 (2nd Level), and
     Screen 7 (Steam Resupply Room).
Note: A peculiar thing about Screen 3 is that you will only get encounters if
==== you come from outside (Screen 1). If you come climbing up from Screen 4
    you will not get any encounters.
1. |Outside
                  2.|Blue Core Screen
                                             3. Top Level with hole
--|-----
                   |(Before facing Bahamut)
                                             (After Core is gone)
 No Encounters
                   o 2x Blood Soul
                                             o | 1x Anacondaur
                    |+ 1x Anacondaur (45%)
                                              |+ Buel (35%)
                   o |1x Anacondaur (27.5%)
                                            o | 1x Anacondaur
                   o | 1x Buel + 1x Bomb
                                              |+ 1x Blood Soul (30%)
                    |1x Anacondaur (27.5%)
                                             o | 1x Blood Soul + 1x Buel
                                               |+ Bomb (22.5%)
```

o 1x Buel

o |1x Buel (35%)

Note: 3rd Level, 4th Level and 5th Level can be different rooms depending on how ===== much steam you use. The number on the wall will be different. However, no

o |1x Ruby Dragon |+ 1x Bomb (12.5%)

matter what the number on the wall is, each Level will still have the same random encounters per Level, listed below.

```
4. |1st Level
                5. 2nd Level
                                         6. 3rd Level
               o | 1x Grendel + 1x Bomb (45%) o | 1x Grendel
 No Encounters
                                          |+ 1x Bomb (35%)
                o |1x Bomb (35%)
                o | 1x Tri-Face (20%)
                                        o |1x Bomb (35%)
                                         o | 1x Grendel
                                          |+ 2x Bomb (25%)
                                         o | 1x Tri-Face (5%)
7.|Steam Resupply 8.|4th Level
                                        9.|5th Level
o | 1x Grendel
                                         |+ 1x Imp (45%)
                                       o |1x Grendel (30%)
 o |1x Torama
o |1x Oilboyle
                                          |+ 2x Bomb (25%)
 |+ 1x Bomb (20%)
```

Note: Per Deep Sea Deposit screen there are 3 spots with a Fixed Encounter, but ===== ONLY if you had Zell open the door at the Elevator Screen. Check the Walkthrough for more details. Leave/Re-enter a screen to re-fight the Fixed Encounters. Below are the Fixed *AND* Random Encounters per screen. DSD stands for Deep Sea Deposit.

Note: All below Encounters are FOREVER GONE if you defeat Ultima Weapon.

===== If you haven't beaten Ultima Weapon but didn't open the door with Zell,
you can still reset the place at the first panel.

Note: (F) stands for a Fixed Encounter. Enc-None doesn't protect from these. ===== You can NOT escape from Fixed Encounters!

- 16. Bottom Screen
- ---|------
- (B) Ultima Weapon
 No Random Encounters

===========

Note: 1. Main Hall includes the upper left and upper right parts. This is still in the Main Hall, and the encounter rates are the same.

```
1. Main Hall
                       2.|Main Hall
                                                  3. Passageway
                        (Sphinxaur Screen)
                                                    |(Lower left from
o | 1x Mesmerize
                                                    | Main Hall)
                      o | 1x Cockatrice
 |+ 1x Belhelmel (35%)
o |1x Blobra (30%)
                       |+ 1x Caterchipillar (40%)
                                                  o | 2x Grand Mantis (30%)
o |2x Blobra
                       o | 1x Geezard
                                                  o | 1x Ruby Dragon (27.5%)
 |+ 1x Buel (20%)
                       |+ 1x Fastitocalon
                                                  o | 1x Abyss Worm (27.5%)
                        |+ 1x Cockatrice (25%)
o | 2x Anacondaur (15%)
                                                  o |2x Wendigo (15%)
                       o | 1x Caterchipillar (27.5%)
                       o | 1x Snow Lion
                        |+ 1x Glacial Eye (7.5%)
4. Grand Hall
                           5.|Wine Cellar
                                                  6. | Stairway Hall
 (Chandelier Room -
                                                    |(Upper left from the
                                                    Main Hall
                          o |1x Funguar (40%)
  | Lower Part)
                          o |4x Red Bat (35%)
o | 1x Grat (35%)
                           o |1x Blitz
                                                  o | 1x Caterchipillar
o |1x Fastitocalon
                            |+ 2x Funguar (17.5%)
                                                  |+ 1x Jelleye (37.5%)
 |+ 2x Fastitocalon-F (35%) o |1x Malboro (7.5%)
                                                  o | 1x Wendigo (37.5%)
o | 1x Geezard
                                                  o |1x Ochu (17.5%)
 |+ 1x Grat (22.5%)
                                                  o | 1x Tri-Face (7.5%)
o | 1x Hexadragon
 + 1x Bomb (7.5\%)
7. Passageway
                       8. Treasure Room 9. Elevator Hall
 (North from 6.)
                       (Box Puzzle Room)
                                              o | 1x Vysage + 1x Lefty
o | 2x Blobra
                      o | 1x Abyss Worm
                                             |+ 1x Righty
                     o 1x Vysage
o | 1x Behemoth
                                             o |1x Chimera
o |1x Oilboyle
                                            o |1x Cactuar
                       |+ 2x Turtapod
                      o |2x Turtapod
o | 1x Turtapod
                                             o | 1x Abyss Worm
                       o |1x Blue Dragon
 |+ 1x Armadodo
                                               + 1x Creeps
                      11. |Balcony
10. Grand Hall
                                            12. | Stairway Hall (With Bell -
  (Chandelier Room -
                      (Krysta Screen)
                                               |Right from Main Hall)
  Upper Part)
                      o lx Jelleye
                                            o | 1x Forbidden
                        |+ 1x Blood Soul
                                               |+ 2x Blood Soul
  No Encounters
                       o | 1x Thrustaevis
                                            o | 1x Gayla + 2x Red Bat
                                           o | 1x Wendigo + 2x Creeps
                       o | 1x Thrustaevis
                         |+ 2x Jelleye
                                           (?) | 1x Grendel
```

Note: From the Art Gallery stairs you can go left or right. Both these parts of the catwalk are considered the same screen with the same encounter rates.

тэ.	Art Garrery		L 4. .	Art Garrery	тэ.	Art Garrery
	(Main Screen)		İ	(Stairs Screen)		(Catwalk Screens)
0	1x Buel	(1x Blue Dragon		1x T-Rexaur
	+ 2x Mesmerize			1x Glacial Eye		1x Death Claw
0	1x Belhelmel	(o	1x Behemoth		+ 1x Anacondaur
0	1x Cactuar	(2x Cactuar		2x Belhelmel
	+ 2x Blood Soul			+ 1x Bomb	0	2x Glacial Eye
0	1x Grat	(o	1x Ochu		+ 1x Grendel
	+ 1x Armadodo					
16.	Stairway Hall			17. Passageway	1	8. Storage Room
	(North of Art Galle	ery)				(Left of Elevator Hall
0	1x Grand Mantis			o 1x Tonberry	0	1x Geezard
	+ 1x Thrustaevis			o 1x Creeps	0	1x Geezard
0	1x Bomb			o 1x Grand Mantis		+ 1x Grendel
0	1x Iron Giant			+ 1x Cockatrice		1x Hexadragon
0	1x Thrustaevis			o 1x Torama		
				+ 2x Jelleye		
19	Flood Gate	20	Arm	ory (Right	21	. Prison Cell
				m Flood Gate)		-
	No Encounters					
	INO EIICOUIICEIS			 Raldo		2x Red Bat
				x Mesmerize		
						4x Red Bat
				Funguar + 1x Raldo	O	
			+	x Turtapod		+ 1x Cockatrice
22	Income de Company		0.2		2	4 157-4 (7-54
	Fountain Square		23	. Passageway (leads		4. Waterway (Left part)
				to the Waterway) -	_	
0	2x Raldo (30%)					
0	1x Adamantoise			1x Gayla	0	2x Fastitocalon-F
	+ 1x Torama (27.5%					+ 1x Chimera
0	1x Lefty + 1x Right			+ 1x Wendigo		
				1x Forbidden		
0	1x T-Rexaur (17.5%)		+ 1x Adamantoise	0	2x Tri-Face
25.	Waterway (Right par					27. Organ Screen
				-		
0				2x Mesmerize (32.	5%)	No Encounters
0	1x Fastitocalon					
0	1x Anacondaur			+ 1x Jelleye (27.	5%)	
	+ 1x Snow Lion		0			
0	1x Caterchipillar					
	+ 1x Gayla			+ 1x Blue Dragon		%)
2.0	Daides to Clarity	0.14	20	Cloak Warran / Lan	\	20 01 0 01 0 000 (11 11 11 11 11 11 11 11 11 11 11 11 11
	Bridge to Clocktowe					30. Clock Tower (Middle)
	No Encounters			1x Belhelmel		
				1x Blood Soul		
				+ 1x Belhelmel		
			0	1x Armadodo		
			0			
				+ 1x Blitz		

o | 1x Iron Giant

14.|Art Gallery

15.|Art Gallery

13. Art Gallery

Balamb Continent:

==========

```
1. | Alcauld Plains | (Forest) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) | (Near Mountains) |
```

```
4. | Alcauld Plains (Beach)
--|-----
o | 2x Fastitocalon-F (100%)
```

This short section briefly summarizes how the level of your enemy is calculated. There are a few exceptions, which are also listed here.

```
Enemy Level = Average Party Level +20%
    or = Average Party Level -20%
```

The Enemy Level is thus the average level of your party (if you have three party members at 9, 10, and 11 then the average level is 10), and it's either 20% (which is 1/5) above the average level, or 20% below the average level. In the example of level 10, the enemy level can be either Level 8, or Level 12.

Boss enemies, with the exception of the very first time you fight Raijin, have a maximum level they can reach. When reached, their level can not increase. This maximum level is listed in the enemy list behind their name.

There are a few places where enemies have fixed levels, or where their levels are calculated slightly different:

```
Fire Cavern:

Lunatic Pandora (with Squall):

All enemy levels are 1

Island Closest to Heaven:

All enemy levels are 100

Island Closest to Hell:

Omega WEAPON (Playstation Version):

Level 100

Deep Sea Reseach Center:

Ultimecia Castle:

Completely Random Levels
```

So in the Deep Sea Research Center, enemies are again at 20% above or below the average party level, but there are +15 levels added to this.

You can increase or decrease the enemy's level by using the GF Tonberry's

Legend:

- o Most things are Self-Explanatory. Name is in the upper-left corner. In the upper-right corner you can find if the enemy is a boss, undead, or flying. After that the primary stats come: Level Range, HP Range, AP and EXP. The Exp in brackets is the exp you gain per level the enemy goes up. So an Enemy at Level 2, with 100 (+10), would get you 100 + 10 = 110 Exp.
- o If you run away you will gain EXP according to how much you depleted the HP of the enemy. If you depleted 20% of it's HP, you'll get 20% of the normal EXP. Running away means 0 AP.
- o Petrifying an enemy uses the same explanation as running away, see above.
- o Carding/Devouring an enemy will get you AP, but 0 EXP.
- o After that the main stats come: Level, HP, Str, Vit, Mag, Spr, Spd and Eva.
- o Then the Elemental affinities.

[-1] = Absorb 100%

[Imm] = Immune (0 Damage)

[0.5] = Half Damage

] = Neutral

[2] = 2x Normal Damage

[3] = 3x Normal Damage (etc..)

- o Then the Status affinities. The % listed indicate chance of success when you cast a Status Effect. If it lists 20% Death, you have a 1/5th chance of dealing Death to that Enemy.
- o Then the Draw List and Devour List. Cannot Devour means for ALL possible Lvls.
- o Devour Taste Meaning:

```
Recovers 50% Max HP
o Tastes okay...
o Delicious!
                              Recovers Max HP
o Refreshing!
                              Recovers Max HP, heals bad statuses
                              12.5% of Max HP lost, inflicts Poison
o Tastes awful!!!
                              50% of Max HP lost, inflicts Poison
o Barf...bwahhh!!!
o Shouldn't have..eaten...it 75% of Max HP lost, inflicts Poison, Darkness,
                              Silence, Sleep, Slow and Curse
                              6.25% of Max HP lost, inflicts Darkness
o Can't see anything
o No good!
                              Nothing
                              6.25% of Max HP lost, inflicts Zombie
o It's rotten...
                              Inflicts Stone
o Tastes funny...
```

The following all do: Recover Max HP, Heal bad statuses, and boost a stat.

```
o All systems go! Max HP +10 (Lvl 45+ Ruby Dragon)
o Gained strength Strength +1 (Lvl 30+ T-Rexaur)
o Feel healthier Vitality +1 (Lvl 30+ Adamantoise)
o Clear head! Magic +1 (Lvl 40+ Behemoth)
o Increased morale Spirit +1 (Lvl 30+ Malboro)
o Light on my feet! Speed +1 (Lvl 30+ PuPu)
```

- o Then the Steal List. The x% that is listed after STEAL LIST is the chance that you Mug something from the enemy in the first place. In the table below are the chances of getting each item.
- o When Carding an Enemy into a Card:
 Getting a Common Card: 15/16th Chance.
 Getting a Rare Card: 1/16th Chance.
- o Drops List: Works the same as the Steal List. The first x% is the chance that ANYTHING is dropped in the first place. In the table below is shown if something is dropped, and what the odds are of those drops.
- o Card Drop: What Card the Enemy can drop. There are no Rare Cards. The chance that a Card is dropped by a regular Enemy is always 1/16th. Some bosses drop Cards with a 100% drop rate.
- o Scan Info is Self-Explanatory.
- o Location. Currently only one Location is listed, this may expand.
- o Attacks of the enemy. Will list if it's Physical or Magical, 1 or All Targets, if it's Elemental, if it can inflict Statuses, if it's Critical or always hits and any other important information regarding the attacks.

```
| UNDEAD ENEMY | {BOSS-34} |
|Name: Abadon |
Level Range: 1-34 | HP Range: 510-17010 | AP: 40 | EXP: 0
| Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
               | 2/141 | 61 | 2/41 | 16
    | 5010 | 52 | 6/145
| 10010 | 66 | 12/150
               6/145 | 69 | 6/45 | 18
10
 20
                       | 79 | 12/50
                                        11
               17/155 87 14/55
 30
    | 15010 |
            80
                                  22
               19/157
    | 17010
                       91
                             19/57
 34
            85
                                   22
Fire: | Ice: |Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
```

[2x]	[]	[]	[]	[[]	[]	[]	[2x]	
=====================================	Poison	Petrify	o=====================================	o====== Silence	======================================	======================================	Sleep	
			40% 					
Slow	 Stop	 Reflect	 Doom	 Slow Pet	 Float	 Confuse	 Drain	
			 !	 '		 '		
	es Blow	Away: No	Gravity: No	· · · · · ·	o/Down: No	The End	 d: No!	
DRAW: Lv	vl 1-19: vl 20-29: vl 30-34:	Cure, Esuna Cura, Esuna Curaga, Esu	a, Dispel	Flare	DEVOUR: 0			
!	IST: 12.5%		Common:		Card Rai			
Lvl: ~69 1-19 1x 20-29 1x 30-34 1x	9.5% chand Power Wri Power Wri	ce:		~5.8% cha 1x Power 1x Power 1x Power	ance: Wrist Wrist Wrist	~4.7% cha 1x Power 1x Power 1x Power	ance: Wrist Wrist Wrist	
DROPS L	IST: 100%	Card	Drop:					
Lv1: ~69 1-19 102 20-29 102	======== 9.5% chanc k Flare St k Flare St k Flare St	tone 10x 1	~20% chance: ~5.8% chance: ~4.7% cha 10x Flare Stone 10x Flare Stone 10x Flare 10x Flare Stone 10x Flare Stone 10x Flare 10x Flare Stone 10x Flare Stone 10x Flare				ance: e Stone e Stone	
Scan Ini	fo: A mons that it o	ster born of came to life	======================================	nes deep i Great Salt	in Great Sa Lake has	alt Lake. dried up.	It's	
			of Salt Lake					
		Strike} [Pl [Pl Jp} [Fo vn} [Cl [Cl	e} [Physical Attack, 1 Target, 100% Critical] [Physical Attack, 1 Target, Inflicts Curse] [Form Change, Vit + Spr boosted] [Form Change, Vit + Spr back to normal] [Change Status, 1 Target, Removes good statuses] [Change Status, 1 Ally, Removes bad statuses] [Change Status, 1 Target, Inflicts Silence] [Change Status, 1 Target, Inflicts Blind]					
 -======	Confuse		hange Status					

|Name: Abyss Worm |

=======	======	=====0=====	:	=======)=======()======	=======.
 Level Ra	ange: 1-1	00 HP Ra	ange: 210-260	000	AP: 6	EXP: 100	0 (+10)
=======)======	0=======)=======)======)=======)======	D======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	210	11	2	3	8	3	0
10	2150	24	7	9	9	4	0
20	4400	38	13	15	10	6	1
30	6750	52	19	21	11	7	1
40	9200	66	26	27	13	8	2
50	11750	80	32	33	14	9	2
60	14400	93	38	38	15	11	3
70	17150	107	44	44	16	12	3
80	20000	120	51	49	18	13	3
90	22950	132	57	54	19	14	4

100	26000	145	63	59	20	16	4	
Fire:	[[]	Lightning: []	0=====================================	o======= Poison: []	,	Water: [2.2x]	======================================	
Death 70%			Darkness 80%	Silence	Berserk 	Zombie 	Sleep 80%	
Slow 	 Stop 	Reflect	Doom 80%	Slow Pet 70%	Float 	Confuse 	 Drain 100%	
			Gravity: Y					
DRAW: Lv	vl 1-19: vl 20-29: vl 30+:	Aero Aero, Torna			DEVOUR: I I	Delicious Delicious Delicious	111 111 111	
!	IST: 25% =======		Common: Aby			re: Abadoı D======		
1-19 3x 20-29 2x 30+ 2x ===================================	IST: 100% ======= 9.5% chance M-Stone I Magic Sto Windmill =========	1x W 2x W 2x W 2x W Card Card Ce: ~20% Ciece 3x M Cone 4x W 1x W 1x W Cone 1x W Cone	indmill indmill ===================================	Worm 0====================================	ill ill ill ======== ance: ill ill	~4.7% chance: 1x Windmill		
======== Location	======= n(s): 1. V		en attacked l ====================================	======= sert.				
Attacks	: Protect - Reflect Sandsha	[Chang [Chang ce [Physi Count	Change Status, 1 Ally, Inflicts Protect] Change Status, 1 Ally, Inflicts Reflect] Change Status, 1 Ally, Inflicts Reflect] Physical Attack, All Targets, Earth Elemental, Counterattack VS Physical Attacks, Can be used immediately after casting Protect or Shell]					
 		ead} [Form o Can no Will :	Form Change, Used after being attacked 4 times, Can no longer use Protect, Reflect, Sandshake, Will now use {Head Swing}, Aero, Saliva]					
 	{Head Sware Aero Saliva	[Magi	[Physical Attack, All Targets] [Magical Attack, 1 Target, Wind Elemental] [Magical Attack, 1 Target, Inflicts Curse]					

|Name: Adamantoise |

Level Range: 1-100 | HP Range: 573-42500 | AP: 4 | EXP: 50 (+10) Level: HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |

```
50
       12750
                85
                         210
                                 39
                                       176
                                                      3
       17300
                99
  60
                         210
                                 46
                                       182
                                                      3
  70
       22550
                113
                        210
                                 52
                                       187
                                                8
                                                      3
  80
       28500
                127
                        210
                                 59
                                       192
                                                9
                                                      3
                                                9
  90
       35150
                141
                         210
                                 65
                                       198
 100
       42500
                155
                         210
                                       203
                                               10
|Lightning: |
                        Earth:
                               Poison:
                                       Wind:
                                             Water:
                [2x]
                        [2x]
Silence
              Petrify
                      Darkness
                                      Berserk
                                             Zombie
                         80%
                                       60%
                              |Slow Pet
                                             Confuse
 Slow
       Stop
              Reflect
                                       Float
                        Doom
  90%
                100%
                                               60%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
                                      |DEVOUR: Refreshing!
 DRAW: Lvl 1-19: Blizzard
     Lvl 20-29: Blizzara, Shell, Protect
                                            Refreshing!
        30+: Blizzaga, Shell, Protect, Reflect
                                            Feel healthier
STEAL LIST: 12.5%
                 |~4.7% chance:
Lvl: |~69.5% chance:
                 |~20% chance:
                              |~5.8% chance:
1-19|1x Whisper
                 |1x Whisper
                              |1x Whisper
                                            |1x Whisper
|20-29|1x Whisper
                 |1x Whisper
                              2x Whisper
                                            2x Whisper
                              4x Whisper
 30+|3x Orihalcon
                 3x Whisper
                                            |4x Whisper
DROPS LIST: 75%
                 |Card Drop: Adamantoise
Lvl: |~69.5% chance:
                 |~20% chance:
                              |~5.8% chance:
                                            |~4.7% chance:
                 |2x Turtle Shell |1x Whisper
1-19|1x Turtle Shell
                                            1x Orihalcon
                                            |1x Adamantine
|20-29|2x Turtle Shell |1x Orihalcon
                              1x Orihalcon
  30+|1x Adamantine
                 |1x Adamantine
                              |1x Adamantine
                                            1x Adamantine
Scan Info: Its high defense capability makes it difficult to defeat. Owns
rare items that make it worth the effort.
______
Location(s): 1. Worldmap: Hasberry Beach (near Dollet)
Attacks: {Slap} [Physical Attack, 1 Target, 100% Critical Damage]
 ------ {Bite} [Physical Attack, 1 Target]
       Shell [Change Status, 1 Ally, Inflicts Shell]
       Protect [Change Status, 1 Ally, Inflicts Protect]
       Reflect [Change Status, 1 Ally, Inflicts Reflect]
       White Wind [Blue Magic, All Allies,
                Restores with power: (Caster's Max HP - Current HP)]
       Sand Storm [Physical Attack, All Targets, Inflicts Darkness]
______
.=======.
                                                   {BOSS-42}
|Name: Adel |
Level Range: 1-46
                | HP Range: 6000-15000
                                    AP: 0
                                            | EXP: 0
```

Level: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: HP: 59 6000 46 32 42 35 47 10 15000 64 78 61 40 83 20 25000 65 98 82 44

30	35000	101	82	118	103	49	2
40	45000	120	100	137	124	53	2
46	51000	131	110	148	136	56	2
=======================================)======()=======()=======(D======)======()======()=====
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:
[] [[]	[]	[]	[]	[1.5x]	[]	[-1x]
=======)======()=======)=======	o======c)=======)======(>=====
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep
Slow	Stop	Reflect	Doom	Slow Pet	Float	Confuse	Drain
		100%					
'	'	''		''		''	'
			Gravity: No	· '		The Er	
-			======================================				
DRAW: L			der, Blizzaro dara, Blizza		DEVOUR. (Cannot Dev	/our
F'					-		
-	/I 30T·		, Thundaga, Blizzaga 				
!	ST: 6.25		Common:	Card Rare:			
			=======================================				ı =======
	9.5% chan			- ~5.8% cha		- ~4.7% cha	
	Samantha		amantha Soul	 1x Samant	ha Soul	 1x Samant	ha Soul
	Samantha		amantha Soul			 1x Samant	
	Samantha		amantha Soul	:		 1x Samant	
=======	:=====:			=======	-======	========	
DROPS L	IST:	Card	Drop:				
=====						=======	======
Scan Inf	o: Esthai	r's ruler be	efore Laguna	and compa	any confine	ed her. Re	eleased by
Ultimeci	la, and re	egaining st	rength.				
!					:======	=======	=======================================
			dora (Disc 4	•			
			:=======:: '				
Attacks:	{Drain}		in HP from R				1]
	- Meteor		ical Attack,				
	Quake		ical Attack,			Elementa.	
	Flare		ical Attack,				
	Holy		ical Attack,				maga 1 ————
	Energy I	Bomber [Pnys	sical Attack	, i larget	., IUU% Cri	rtical Dan	age]
	'Magiga	nowers are	e concentrate	ed on Adel	' []]tima	is used r	nevt turnl
	Magica. Ultima		ical Attack,			TS USEU I	
'=======			::====================================			======	=======

|Name: Anacondaur | | Level Range: 1-100 | HP Range: 842-24800 | AP: 4 | EXP: 60 (+10) Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |

```
90
        20600
                126
                          55
                                  110
                                           76
                                                  19
 100
        24800
                138
                          60
                                  122
                                           84
                                                  20
|Lightning: |
         Ice:
                         Earth:
                                | Poison:
                                         Wind:
                                                Water:
         [2x]
                                [0.5x]
[0.5x]
                          [ ]
                       Darkness
                                                Zombie
                                Silence
                                        Berserk
Death
        Poison
               Petrify
                                                        Sleep
 50%
                 40%
                          70%
                                  40%
                                          40%
                                                         40%
Slow
        Stop
               Reflect
                                |Slow Pet|
                                         Float
                                                Confuse
                                                        Drain
                         Doom
 40%
         40%
                40%
                          40%
                                  60%
                                          40%
                                                  40%
                                                         40%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Fire, Cure
                                        |DEVOUR: Tastes awful!!!
     Lvl 20-29: Fira, Cura
                                               Tastes awful!!!
          30+: Firaga, Curaga, Bio
                                        |Shouldn't.. have ..eaten it
______
STEAL LIST: 50%
                  | Card Common: Anacondaur
                                       | Card Rare: Mobile Type 8
|~5.8% chance:
Lv1: |~69.5% chance:
                  |~20% chance:
                                               |~4.7% chance:
1-19 2x Venom Fang
                                2x Venom Fang
                  2x Venom Fanq
                                               2x Venom Fang
20-29 4x Venom Fang
                  4x Venom Fang
                                4x Venom Fanq
                                               4x Venom Fang
 30+ 8x Venom Fang
                  8x Venom Fanq
                                |8x Venom Fanq
                                               8x Venom Fang
DROPS LIST: 100%
                  |Card Drop: ---
Lvl: |~69.5% chance:
                  |~20% chance:
                                |~5.8% chance:
                                               |~4.7% chance:
1-19|4x M-Stone Piece |1x Venom Fang
                                2x Venom Fang
                                               2x Dragon Skin
20-29 2x Venom Fang
                  3x Venom Fang
                                4x Venom Fang
                                               2x Dragon Skin
 30+|4x Dragon Skin
                 | 6x Dragon Skin | 8x Dragon Skin
                                               |1x Star Fragment
Scan Info: A large venomous snake that uses squeeze attacks. Use caution when
its HP are low; it spits poisonous fluid.
Location(s): 1. Dollet Mountain Hideout.
           2. Deep Sea Research Center.
           3. Worldmap: Hasberry Plains (near Dollet).
           4. Ultimecia's Castle (Main Hall: 15%).
______
Attacks: {Head Bash} [Physical Attack, 1 Target]
    ---- Squeeze
                 [Physical Attack, 1 Target]
        Poison Mist [Magical Attack, 1 Target, Inflicts Poison,
                  Can only use below 50% of Max HP]
                 [Magical Attack, 1 Target, Inflicts Darkness,
        Dark Mist
                  Can only use below 50% of Max HP]
______
```

.========. |Name: Armadodo |

Level Range: 1-100 | HP Range: 731-18700 AP: 3 | EXP: 80 (+15) Level: HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: | 731 12 120 4 4 10 1150 23 120 5 1900 18 20 34 121 6 30 2950 45 122 27 35 2 40 4300 56 123 50 67 124 43 10 9 5950

```
60
         7900
                  77
                          125
                                   50
                                           11
                                                  10
                                                          3
  70
                          125
        10150
                  87
                                   58
                                           12
                                                  11
                                                          3
  80
        12700
                  97
                          126
                                   65
                                           14
                                                  12
  90
        15550
                 107
                          127
                                   72
                                           15
                                                  13
 100
        18700
                 116
                          128
                                   79
                                           16
         Ice:
              |Lightning: |
                         Earth:
                                 Poison:
                                         Wind:
                                                         Holy:
 Fire:
                                                Water:
Poison | Petrify
                                |Silence |
Death
                      Darkness
                                        Berserk
                                                Zombie
                                                         Sleep
 70%
         80%
                 70%
                          80%
                                  80%
                                          60%
                                                  70%
                                                          80%
               Reflect
                                Slow Pet
                                                Confuse
Slow
        Stop
                         Doom
                                         Float
                                                         Drain
 90%
        0%
               100%
                          80%
                                | 70%
                                         100%
                                                         100%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Protect
                                        |DEVOUR: Delicious!!!
     Lvl 20-29: Protect, Shell
                                               Delicious!!!
          30+: Protect, Shell, Quake
                                               Delicious!!!
STEAL LIST: 50%
                  | Card Common: Armadodo
                                       | Card Rare: Catoblepas
~5.8% chance:
Lv1: |~69.5% chance:
                  |~20% chance:
                                               |~4.7% chance:
1-19|1x Turtle Shell |1x Turtle Shell |1x Turtle Shell
                                               |1x Turtle Shell
20-29|2x Turtle Shell |2x Turtle Shell |2x Turtle Shell
                                               2x Turtle Shell
 30+|3x Turtle Shell |3x Turtle Shell |3x Turtle Shell
                                               |3x Turtle Shell
DROPS LIST: 50%
                  |Card Drop: Armadodo
Lvl: |~69.5% chance:
                 |~20% chance: |~5.8% chance:
                                               |~4.7% chance:
1-19|2x M-Stone Piece |1x Sharp Spike |1x Sharp Spike
                                               2x Sharp Spike
20-29 3x Magic Stone | 2x Sharp Spike | 2x Sharp Spike
                                               2x Turtle Shell
 30+|1x Turtle Shell |2x Sharp Spike |3x Sharp Spike
                                               |2x Turtle Shell
Scan Info: The legs are small compared to the body, and it falls easily when
attacked with force.
______
Location(s): 1. Tomb of the Unknown King.
______
Attacks: Armadodo fell over! [Can fall after a Physical Attack, Last 4 turns,
                        Lowers Vit + Spr by 50%]
        Armadodo got up!
                        [Gets back up after 4 turns, Stats to normal]
                   [Physical Attack, 1 Target]
        {Roll Attack} [Physical Attack, 1 Target, 100% Critical Damage]
        Earthquake
                   [Magical Attack, All Targets, Earth Elemental,
                    Used in-battle or as Final Attack]
```

| FLYING ENEMY | {BOSS-37} Name: Bahamut Level Range: 1-100 | HP Range: 10800-90000 | AP: 40 | EXP: 0 Level: | | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: HP: 10800 59 62 16 71 10 18000 100 80 83 25 14 2 10 90 20 26000 146 105 36 18 191 126 46 30 34000 100 22

```
40
        42000
                           110
                                   146
                                            57
                                                    26
                  236
        50000
                           120
  50
                  255
                                   166
                                            67
                                                   30
                                                            8
  60
        58000
                  255
                           130
                                   185
                                            78
                                                   34
                                                           10
  70
        66000
                  255
                           140
                                   203
                                                   38
                                                           12
                                            88
  80
       74000
                  255
                           150
                                   220
                                            99
                                                   42
                                                           14
       82000
                           160
                                   236
                                                           15
  90
                  255
                                           110
                                                   46
        90000
                                   251
 100
                  255
                           170
                                           120
                                                   50
                                                           17
Fire:
         Ice:
              |Lightning: |
                          Earth:
                                 | Poison: |
                                         Wind:
                                                  Water:
                                                          Holv:
              [Imm]
                                 | [0.5x] |
                                         [Imm]
                          [Imm]
       Poison | Petrify
                       Darkness
                                 |Silence |
                                         Berserk
                                                 Zombie
Death
                                                          Sleep
                           50%
                                 |Slow Pet
Slow
        Stop
               Reflect
                          Doom
                                          Float
                                                  Confuse
                                                          Drain
 90%
         0%
                100%
Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Flare, Curaga, Full-life, Dispel | DEVOUR: Cannot Devour
      Lvl 20-29: Flare, Curaga, Full-life, Dispel |
         30+: Flare, Curaga, Full-life, Dispel
                   |Card Common: ---
STEAL LIST:
                                          | Card Rare: ---
~20% chance:
Lvl: |~69.5% chance:
                               |~5.8% chance:
                                                |~4.7% chance:
1-19|1x Hyper Wrist | 1x Hyper Wrist | 1x Hyper Wrist
                                                |1x Hyper Wrist
20-29|1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist
                                                |1x Hyper Wrist
 30+|1x Hyper Wrist
                  | 1x Hyper Wrist | 1x Hyper Wrist
                                                |1x Hyper Wrist
DROPS LIST:
                   |Card Drop: Bahamut (100%)
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                                |~4.7% chance:
1-19|1x Hyper Wrist
                  | 1x Hyper Wrist | 1x Hyper Wrist
                                                |1x Hyper Wrist
                  | 1x Hyper Wrist | 1x Hyper Wrist
20-29|1x Hyper Wrist
                                                |1x Hyper Wrist
                  | 1x Hyper Wrist | 1x Hyper Wrist
 30+|1x Hyper Wrist
                                                |1x Hyper Wrist
Scan Info: Called the King of GF; its Mega Flare ignores all defense.
Gives assistance freely to those who show their power.
Location(s): 1. Deep Sea Research Center.
Attacks: {Claw}
                 [Physical Attack, 1 Target]
 ----- Thundaga
                 [Magical Attack, Lightning Elemental]
                 [Magical Attack, All Targets, Wind Elemental]
        Tornado
                 [Change Status, Inflicts Stop]
        Stop
        Mega Flare [Magical Attack, All Targets, Ignores Defense]
________
```

Name: Base Leader

Level Range: 1-100 | HP Range: 806-4400 | AP: 2 | EXP: 30 (+5)

=======)======()=======)========)=======)=======()======()======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	806	6	31	9	45	6	2
10	890	22	37	24	49	7	3
20	1040	38	44	41	54	7	4
30	1250	54	51	57	60	8	5
40	1520	J 70 I	5.8	l 74	65	g	5

```
50
         1850
                  86
                           65
                                   90
                                           70
                                                  10
                                                          6
                                          76
                                                         7
  60
         2240
                 102
                                  106
                                                 10
  70
         2690
                 118
                           79
                                  122
                                          81
                                                 11
                                                         8
  80
        3200
                 133
                                  138
                                          86
                                                 12
                                                         9
                           86
  90
        3770
                 148
                           93
                                  154
                                          92
                                                 12
                                                         10
                                  170
                                           97
 100
         4400
                 163
                          100
                                                  13
                                                         10
Tce:
              |Lightning: |
                         Earth:
                                Poison:
                                         Wind:
                                                Water:
                                | [1.5x] |
Silence
                                        Berserk
               Petrify
                       Darkness
                                                Zombie
                          80%
                                  100%
                                          60%
                                                  70%
                                                         80%
              Reflect
Slow
       Stop
                                |Slow Pet|
                                         Float
                                               Confuse
                         Doom
 90%
                100%
                                         100%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Thunder, Confuse, Slow, Reflect | DEVOUR: Cannot Devour
     Lvl 20-29: Thundara, Confuse, Slow, Reflect
     Lvl 30+: Thundaga, Confuse, Slow, Reflect
STEAL LIST: 50%
                  |Card Common: ---
                                       | Card Rare: ---
~4.7% chance:
Lvl: |~69.5% chance:
                  |~20% chance:
                              |~5.8% chance:
1-19|1x Tent
                  1x Tent
                               1x Cottage
                                               |1x Cottage
20-29 | 1x Tent
                  |1x Tent
                               1x Cottage
                                               |1x Cottage
 30+|1x Tent
                  1x Tent
                               |1x Cottage
                                               1x Cottage
DROPS LIST: 75%
                  |Card Drop: ---
Lvl: |~69.5% chance:
                  |~20% chance:
                               |~5.8% chance:
                                               |~4.7% chance:
                  | 1x Phoenix Down | 8x Shotgun Ammo
1-19|2x Potion
                                               1x Cottage
|20-29|1x Potion
                  |1x Phoenix Down |1x Hi-Potion
                                               1x Cottage
 30+|3x Potion
                  |1x Hi-Potion
                               1x Cottage
                                               1x Cottage
Scan Info: Galbadia Missile Base security leader. Stronger than regular
Galbadian soldiers.
______
Location(s): 1. Galbadia Missile Base (Control Room).
Attacks: 'Go for the weak one!' [Base Leader + Base Soldiers will start to
                          attack the character with the lowest HP]
                          [Base Leader + Base Soldiers will start to
        'Attack with magic!'
                          use magic on your party]
        {Machine Gun} [Physical Attack, 1 Target]
                   [Physical Attack, 1 Target, Used as counterattack when
        {Arm Punch}
                   a Base Soldier is killed]
                   [Magical Restore, 1 Ally, Used on Base Soldiers]
        Cura
                   [Magical Attack, 1 Target, Lightning Elemental]
        Thundara
                   [Change Status, 1 Target, Inflicts Confuse]
        Confuse
                   [Change Status, 1 Ally, Inflicts Protect]
        Protect
        Shell
                   [Change Status, 1 Ally, Inflicts Shell]
                   [Change Status, 1 Ally, Removes bas statuses]
        Remedy
```

.========. |Name: Base Soldier |

			ange: 217-10			EXP: 30 (+5)	
Level:)======(HP:		Vitality:				Evasion:
1	217	Screngen: 7	Vicalicy: 12	Magic: 4	32	Speed: 4	Evasion:
	455	, 18	29		32		$egin{array}{cccc} & & 0 & & 1 & & 1 & & 1 & & & \end{array}$
	880	l 30	l 36	13 23	32	5 5	1
30	1475	30 41	36 43	23	33	5 6	2
:		!		!		! .	
40	2240	52	50	44	33	7	3
50	3175	63	57	54	33	8	4
60	4280	74	64	63	34	8	5
70	5555	84	71	73	34	9	6
80	7000	94	78	83	34	10	7
90	8615	104	85	92	35	10	8
100 ======	10400 ======	114 >=======	92 >=======	101 o======	35 ========	11 	8
Fire:			Earth:			Water:	Holy:
[] [[]	[]	[]	[[]	[]	[]	[]
=======================================)=======)=====================================)=====================================	0=======)========)=======()======
Death 	Poison 80%	Petrify 	Darkness 80% 	Silence	Berserk 	Zombie 	Sleep 80%
Slow	Stop	Reflect	Doom	 Slow Pet	Float	 Confuse	 Drain
90%		100%		j i	100%	i i	100%
' Vit0: Ye =======	es Blow		' Gravity: Y =======	'' es LV U <u>r</u> =======	/ p/Down: Yes	'' s	' nd: Yes ======
L	71 20-29: 71 30+:	Blizzara, S Blizzaga, S	Silence, Con Silence, Con Silence, Con	fuse fuse	DEVOUR: (
STEAL LI	IST: 50%		rd Common: Card Rare			re:	
	======= 9.5% chan					o======= ~4.7% cha	
	Hi-Potion		i-Potion	8x Hi-Pot		1x Hi-Pot	
20-29 1x				8x Hi-Pot		1x Hi-Pot	
	Hi-Potion			8x Hi-Pot		1x Hi-Pot	
DROPS LI			======== Drop:	=======	=======	=======	======
=====0=== Lvl: ~69			======================================	o======= ~5.8% cha		o======= ~4.7% cha	
1-19 1x						~4./% Cha 1x Phoeni	
				8x Norma] 8x Norma]		:	
20-29 1x						1x Phoeni	
	Potion			8x Normal		1x Phoeni -	
Scan Inf	OO						etter than
Location	n(s): 1. (Galbadia Mis					
1			sical Attack				
	- Blizzara	Mag:	ical Attack,	1 Target,	, Ice Eleme	ental]	
	Remedy	[Char	nge Status,	1 Ally, Re	emoves bas	statuses	
	Potion	[Reco	overy Item,	1 Ally, Re	ecover 200	HP, Count	terattack]
'======	======	=========	========	=======	==========	=======	=======================================
	=====.						

|Name: Behemoth |

Le	vel:	HP:	Stre	ngth:	Vitality:	Magic:	Spirit:	Speed:	Evasion:	
i	1	35221		54	12	3	3	3	0	
\perp	10	37300	8	31	12	26	24	4	1	
\perp	20	39800	10)1	13	51	46	4	1	
\perp	30	42500	12	20	13	76	69	5	2	
	40	45400	13	38	14	101	91	6	3	
1	50	48500	15	57	15	125	114	6	3	
	60	51800	11		15	149	136	7	4	
	70	55300	19		16	173	159	7	4	
	80	59000	2.		17	197	181	8	5	
	90	62900	23		17	220	204	9	6	
	.00	67000	1	50	18	243	226	9	6	
	===== 'ire:		D===== Liqhtr)======== Earth:	Poison:)====== Holy:	
	1	[]	l L.		Earth. []	POISOII. 		Water: []	HOIY.	
	- ')=====================================					
	ath	Poison	Petri		Darkness	Silence	Berserk	Zombie	Sleep	
	.0%	40%	709 709	_	70%	40%	40%	40%	40%	
sl	.ow	Stop	 Refle	ect	Doom	 Slow Pet	Float	Confuse	Drain	
4	.0%		1009	5	40%	70%	100%		100%	
j	;		'		!			· •	i	
Vi	t0: Ye	es Blow	Away:	Yes	Gravity: No	o LV Ur	p/Down: Yes	s The Er	nd: Yes	
===	=====		=====	====:		=======	:======:	=======	======	
DR		71 1-29:					DEVOUR: I			
	L_{Λ}	71 30-49:						Delicious		
	L_{L}						Clear head!			
1				Card Common:					=======	
		IST: 25%			Card Common: Card Ra					
. !							· ·			
		9.5% chand Barrier				~5.8% cha 1x Barrie		~4.7% cha 1x Barrie		
		Barrier			arrier arrier	1x Barrie 1x Barrie		1x Barrie 1x Barrie		
130	37 17	Dalliei		TV D	alliel	IX Dallie	≥ L	ITY Darrie	- L	
4	0+ 2x	Barrier		2x Ba	arrier	2x Barrie	-r	2x Barrie	er l	
					=========			'		
DR	OPS LI	IST: 100%		Card Drop:					j	
===	==0===	:======	=====	====:	- ====================================	0======	========)======	:======	
Lvl	: ~69	9.5% chand	ce:				ance:	~4.7% chance:		
1-	29 3x	Wizard St	cone	3x W:	izard Stone	1x Barrie	er	1x Barrie	er	
30-	39 1x	Barrier		1x Giant's Ring 1x Energy Cry			y Crystal	2x Energy	/ Crystal	
4	0+ 2x	Barrier		1x G:	iant's Ring	1x Energy	y Crystal	2x Energy	/ Crystal	
===	==0===	:======	=====)====:	=========	0======	=======)======	-======	
Sc	an Inf	o: Uses p	powerfu	ıl mag	gic, such as	Meteor. A	A strong en	nemy that	s hard to	
de	feat.									
Lo	cation		_		search Cente				en).	
	2. Worldmap: Great Plains of Esthar (after Lunar Cry)									
1	Attacks: {Claw Slash} [Physical Attack, 1 Target]									
At								ical Wit		
	Assault Horn [F Thundaga [N				cal Attack,					
					cal Attack, i				- 1	
					cal Attack, I				al Attackl	
		Meteor			cal Attack,					
					oe used as Fi					
		Mighty (Guard		Magic, All		_	elow 50%_c	of Max HP	
					icts Protect					
Ba	ttle N	Notes: In	the Ja	apanes	se Version, 1	Behemoth's	s HP Range	is 35263-	-91000.	

| FLYING ENEMY |Name: Belhelmel | Level Range: 1-100 | HP Range: 369-5760 | AP: 2 | EXP: 10 (+6) Strength: | Vitality: | Magic: | Spirit: | Speed: Evasion: 30 10 369 4 10 495 14 30 14 11 12 20 720 25 23 12 13 30 1035 36 30 33 13 15 40 46 31 42 15 17 1440 57 51 16 2 50 1935 31 18 60 2520 67 31 60 17 20 3 70 77 3195 32 69 18 22 80 3960 87 32 78 20 23 90 4815 97 32 87 21 25 4 33 95 100 5760 106 22 27 |Lightning: | Earth: Poison: Wind: Water: Holy: [0.5x][Imm] [2x]Poison Petrify Darkness Silence Berserk Zombie 70% 80% 70% 80% 80% 70% Reflect Slow Pet Slow Stop Doom Float Confuse 90% 70% 100% 50% 100% 80% Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes DRAW: Lvl 1-19: Sleep, Thunder |DEVOUR: Can't see anything Lvl 20-29: Confuse, Thundara Can't see anything 30+: Confuse, Thundaga Can't see anything STEAL LIST: 50% |Card Common: Belhelmel | Card Rare: Tri-Point Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: 1-19|1x Saw Blade |1x Saw Blade |1x Saw Blade 1x Saw Blade |20-29|2x Saw Blade 2x Saw Blade 2x Saw Blade 2x Saw Blade 30+|6x Saw Blade 6x Saw Blade |6x Saw Blade 6x Saw Blade _______ DROPS LIST: 59.375% |Card Drop: ---Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: 1-19|1x M-Stone Piece |1x Saw Blade |1x Saw Blade |1x M-Stone Piece 2x Saw Blade 20-29|1x Magic Stone |1x Saw Blade 2x Magic Stone 30+|3x Wizard Stone |4x Saw Blade 6x Saw Blade |1x Laser Cannon Scan Info: Has a rotating blade around its face. Its battle tactics change when its face changes. Location(s): 1. Worldmap: Near Galbadia Garden _______ Attacks: Thunder [Magical Attack, 1 Target, Lightning Elemental] ----- Thundara [Magical Attack, 1 Target, Lightning Elemental] Thundaga [Magical Attack, 1 Target, Lightning Elemental] [Physical Attack, 1 Target] {Slice} Counter Slice [Physical Attack, 1 Target, Counterattack VS any Physical Attack when in 'It's scowling' mode]

```
[Change Statis, 1 Target, Inflicts Confuse]
      Confuse
               [Change Status, 1 Target, Inflicts Berserk]
      Berserk
      Counter Laser Eye [Magical Attack, 1 Target, Counterattack VS any
                   Magical Attack when in 'It's laughing' mode]
      'Belhelmel is furious' [Triggers 'It's scowling' mode, Sometimes
                      used when hit with an attack, Will attack
                      with Physical Attacks]
      'Belhelmel is laughing' [Triggers 'It's laughing' mode, Does this
                      after a few turns in previous mode]
.========.
|Name: BGH251F2 | (1st)
                                           | {BOSS-20}
Level Range: 1-22 | HP Range: 4200-8400 | AP: 10 | EXP: 0
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
      4200
              40
                     52
                            65
                                 130
  10
             62
                     65
                            82
      6000
                                 131
      8000
             87
                           101
 20
                    80
                                 132
 2.2
     8400
             91
                     83
                            105
                                 132
Fire: | Ice: |Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
      [ ] | [1.5x] | [1.5x] | [Imm] | [ ] | [1.5x] |
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie |
                                            Sleep
                    50%
Slow Stop Reflect Doom Slow Pet Float
                                      | Confuse|
 90%
           100%
VitO: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
______
DRAW LIST: Lvl 1-19: Shell, Protect, Stop | DEVOUR: Cannot Devour
       Lvl 20-22: Shell, Protect, Stop
                                     Cannot Devour
STEAL LIST: --- | Card Common: --- | Card Rare: ---
______
DROPS LIST: Weapons Monthly June Issue (100%)
|<del>-----</del>
Scan Info: Named Iron Clad for its defensive capabilities. Main cannon is
more powerful than X-ATM092's Ray Bomb.
______
Location(s): 1. Missile Base (Disc 2).
______
Attacks: {Chaingun} [Physical Attack, 1 Target]
----- Beam Cannon [Magical Attack, 1 Target, Ignores Shell,
               Used every 4 turns]
       'Standby for beam cannon!' [Beam Cannon will be used next turn]
Name: BGH251F2 | (2nd)
| Level Range: 1-28 | HP Range: 5100-7800 | AP: 20 | EXP: 0
```

Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |

[Change Status, 1 Target, Inflicts Sleep]

Sleep

```
10
        6000
               47
                       65
                              35
                                    131
                                           21
  20
       7000
               69
                       80
                              57
                                    132
                                           22
                              74
       7800
               87
                       93
                                    133
                                           23
  28
Ice:
            |Lightning: |
                      Earth:
                           | Poison: |
                                   Wind:
                                         Water:
              [1.5x]
                      [1.5x]
                             [Imm]
                                         [1.5x]
| Poison | Petrify
                   Darkness
                           |Silence |
                                   Berserk | Zombie
                                                Sleep
                       50%
Slow
      Stop
            Reflect
                           |Slow Pet|
                                   Float
                                         Confuse
                      Doom
 90%
              100%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW LIST: Lvl 1-19: Shell, Protect, Stop
                                 |DEVOUR: Cannot Devour
        Lvl 20-28: Shell, Protect, Stop
                                        Cannot Devour
STEAL LIST: 12.5%
                |Card Mod Common: ---
                                 | Card Mod Rare: ---
~20% chance:
Lv1: |~69.5% chance:
                           |~5.8% chance:
                                        |~4.7% chance:
1-19|1x Adamantine
                1x Adamantine
                           |1x Adamantine
                                        1x Adamantine
20-28 1x Adamantine
                |1x Adamantine
                           |1x Adamantine
                                        1x Adamantine
DROPS LIST: 100%
                |Card Drop: ---
|~20% chance:
Lvl: |~69.5% chance:
                           |~5.8% chance:
                                        |~4.7% chance:
1-19|8x Running Fire
                8x Missile
                           |8x Missile
                                        |8x Missile
20-28|8x Running Fire |8x Missile
                           |8x Missile
                                        |8x Missile
Scan Info: Out of control after being destroyed at the Missile Base. Can only
fight for a short amount of time.
Location(s): 1. Fisherman's Horizon (Disc 2).
_______
Attacks: {Chaingun} [Physical Attack, 1 Target]
----- Beam Cannon [Magical Attack, 1 Target]
.=======.
|Name: Biggs | (1st)
                                              {BOSS-2}
Level Range: 1-10 | HP Range: 467-705
                                 | AP: 4 | EXP: 0
HP:
            | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
Level:
                       31
                              8
                                    45
        467
                6
               18
                             17
 10
        705
                      37
                                    49
Fire:
       Ice:
            |Lightning: |
                      Earth:
                           | Poison:
                                   Wind:
                                         Water:
                                                Holy:
      | Poison | Petrify
                   Darkness
                           |Silence | Berserk | Zombie |
Death
                                                Sleep
Slow
      Stop
            Reflect
                           |Slow Pet|
                                   Float
                                        | Confuse|
                      Doom
                                                Drain
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
______
```

1

5100

27

52

13

130

20

```
DRAW: Lvl 1-10: Fire, Thunder, Blizzard, Esuna
                                     |DEVOUR: Cannot Devour
 STEAL LIST: 25%
                 |Card Common: ---
                                     | Card Rare: ---
Lvl: |~69.5% chance:
                 |~20% chance:
                             |~5.8% chance:
                                            |~4.7% chance:
1-10|3x Elixir
                 |3x Elixir
                              |3x Elixir
                                            |3x Elixir
DROPS LIST: 100%
                 |Card Drop: ---
|Lvl: |~69.5% chance:
                 |~20% chance:
                             |~5.8% chance:
                                            |~4.7% chance:
1-10|2x Elixir
                 2x Elixir
                              |2x Elixir
                                            |2x Elixir
Scan Info: A Galbadian Major. Activated the Dollet Communication Tower. Very
short-tempered.
Location(s): 1. Dollet Communications Tower.
Attacks: {Machine Gun} [Physical Attack, 1 Target]
 ----- {Charge}
                  [Physical Attack, 1 Target, sometimes used as a
                  Counterattack]
                  [Magical Recovery, 1 Ally]
       Cure
                  [Magical Attack, 1 Target, Lightning Elemental]
       Thunder
______
.=========.
|Name: Biggs (2nd)|
                                                  {BOSS-16}
Level Range: 1-22
                | HP Range: 1467-2235
                                    | AP: 10 | EXP: 0
        HP:
             | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
        1467
                 6
                                        45
  10
        1705
                22
                         37
                                 24
                                        49
  20
        2130
                38
                                 41
                                        54
                         44
  22
        2235
                41
                         45
                                 44
                                        55
Fire: | Ice: |Lightning: |
                       Earth: | Poison: |
                                      Wind:
                                            | Water: |
                              1 [ ] [
Berserk
 Death
       Poison
              Petrify
                     Darkness
                              |Silence |
                                             Zombie
                                                     Sleep
        80%
                        80%
                                80%
                                               70%
Slow
      Stop
             Reflect
                        Doom
                              |Slow Pet|
                                      Float
                                            | Confuse|
                                                     Drain
 90%
                                       100%
                100%
                                               60%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
 DRAW LIST: Lvl 1-19: Cure, Haste, Slow, Regen
                                     | DEVOUR: Cannot Devour
         Lvl 20-22: Cura, Haste, Slow, Regen
                                            Cannot Devour
STEAL LIST: 25%
                | Card Mod Common: --- | Card Mod Rare: ---
|~20% chance: |~5.8% chance:
|Lvl: |~69.5% chance:
                                            |~4.7% chance:
1-19|1x Regen Ring
                 |1x Regen Ring
                              1x Regen Ring
                                            1x Regen Ring
20-22|1x Regen Ring
                 | 1x Regen Ring | 1x Regen Ring
                                            | 1x Regen Ring
DROPS LIST: 100%
                 Card Drop: ---
Lvl: |~69.5% chance:
                 |~20% chance:
                             |~5.8% chance:
                                            |~4.7% chance:
1-19|3x Elixir
                 3x Elixir
                              |3x Elixir
                                            3x Elixir
20-22|3x Elixir
                 |3x Elixir
                              |3x Elixir
                                            |3x Elixir
```

```
Scan Info: He was a major during the Dollet communication tower operation,
but was demoted after the operation failed. Hates SeeD.
Location(s): 1. D-District Prison (Disc 2).
Attacks: {Machine Gun} [Physical Attack, 1 Target]
 ----- {Charge}
                [Physical Attack, 1 Target, sometimes used as a
                Counterattack]
                [Magical Recovery, 1 Ally]
       Cure
                [Magical Attack, 1 Target, Lightning Elemental]
       Thundara
                [Change Status, 1 Ally, Inflicts Haste]
       Haste
                [Change Status, 1 Target, Inflicts Slow]
       Slow
                [Change Status, 1 Ally, Inflicts Regen]
       Regen
 Battle Notes: - If you cast Confuse on Wedge he'll attack Biggs:
          Biggs: 'You idiot! What are you doing!'. Biggs counterattacks:
          Wedge: 'Yikes! What was I doing!?'.
          - If you cast Confuse on Biggs he'll attack Wedge:
          Wedge 'Stop pickin' on us!'
                                           FLYING ENEMY
|Name: Bite Bug |
| Level Range: 1-100 | HP Range: 114-2510 | AP: 1 | EXP: 15 (+5)
```

	Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
İ	1	114	2	4	1	2	4	2
Τ	10	170	9	4	7	3	5	3
Τ	20	270	17	4	13	5	5	4
Τ	30	410	24	4	19	7	6	4
1	40	590	32	4	24	8	6	5
1	50	810	39	5	30	10	7	6
1	60	1070	46	5	35	12	7	6
1	70	1370	53	5	40	13	8	7
1	80	1710	59	5	44	15	8	8
1	90	2090	65	5	49	17	9	8
Ţ	100	2510	72	6	53	18	9	9
=)========)=======()======()======
1	Fire:		Lightning:		Poison:		Water:	Holy:
 -	[]	[2x]	[] >	[Imm]	[]	[2x]	[]	[2x]
-	Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep
İ	70%	80%	70%	80%	80%	60%	70%	80%
-								
ļ	Slow	Stop	Reflect	Doom	Slow Pet		Confuse	
 -	90%	0%	100% '	80% '	70% ''	100%	60%	100%
				Gravity: Ye		o/Down: Yes	s The Er	nd: Yes
= 			======== Fire, Scan	========	=======	י יפווסטעקת י יפווסטעקת	 Castes oka	=======
ł			Fira, Scan				Tastes oka	
i	L ₁		Fira, Scan				rastes oka Tastes oka	
 =	 =======	=======	=========	========	=======	' :=======	========	========
		IST: 50%		Common: Bite		Card Rai		
		.5% chan			~5.8% cha		~4.7% cha	
-				-Stone Piece			2x M-Stor	
1								

2x Magic Stone

|2x Magic Stone

2x Magic Stone

20-29 2x Magic Stone

```
30+|2x Wizard Stone |2x Wizard Stone |2x Wizard Stone
                                            |2x Wizard Stone
 DROPS LIST: 50%
                 |Card Drop: Bite Bug
|~20% chance: |~5.8% chance: |~4.7% chance:
Lvl: |~69.5% chance:
1-19|1x M-Stone Piece |1x M-Stone Piece|2x M-Stone Piece
                                            2x M-Stone Piece
20-29 4x M-Stone Piece | 1x Magic Stone | 2x Magic Stone
                                            2x Magic Stone
 30+|1x Wizard Stone |1x Wizard Stone |2x Wizard Stone |2x Wizard Stone
Scan Info: A bug monster that flies. Stay calm and attack precisely. It's not
a very strong enemy.
Location(s): 1. Worldmap: Near Balamb Garden.
______
Attacks: {Bite} [Physical Attack, 1 Target]
 ----- Needle [Physical Attack, 1 Target, Inflicts Poison]
       Fart [Physical Attack, 1 Target, Inflicts Berserk]
.========.
|Name: Blitz |
Level Range: 1-100 | HP Range: 611-7200 | AP: 2 | EXP: 20 (+10)
Level: |
       HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
         611
                 9
                                 57
                                       25
                                                2
         765
                18
                                 60
                                        25
                                                4
  20
        1040
                29
                        35
                                 62
                                       26
                                                6
                39
  30
        1425
                        36
                                 65
                                       26
                                                       2
  40
        1920
                48
                        36
                                 67
                                       27
                                               9
                                                      2
  50
        2525
                58
                        37
                                 69
                                       28
                                               10
                68
                        37
                                 71
                                       28
  60
        3240
                                               12
                77
  70
        4065
                                 73
                                               14
                                                       4
                                 75
  80
        5000
                86
                        38
                                       30
                                               16
                                                       4
  90
        6045
                95
                         38
                                 76
                                       30
                                               17
 100
        7200
                103
                         39
                                 78
                                        31
        Ice:
             |Lightning:|
                        Earth:
                              Poison:
                                       Wind:
                                            Water:
               [-1x]
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie |
                                                     Sleep
 70%
       80%
                70%
                         80%
                                        60%
                                               70%
                                                      80%
                              |Slow Pet|
 Slow
      Stop
             Reflect
                                       Float
                                            | Confuse |
                        Doom
      50%
                              | 70% |
 90%
                         80%
                                       100%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
______
DRAW: Lvl 1-19: Thunder
                                      DEVOUR: No good!
     Lvl 20-29: Thunder, Thundara
                                            No good!
     Lvl 30+: Thunder, Thundara, Thundaga
                                            No good!
STEAL LIST: 50%
                | Card Common: Blitz | Card Rare: Propagator
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|2x Betrayal Sword|2x Betrayal Sword|2x Betrayal Sword|2x Betrayal Sword
20-29|4x Betrayal Sword|4x Betrayal Sword|4x Betrayal Sword|4x Betrayal Sword
 30+|8x Betrayal Sword|8x Betrayal Sword|8x Betrayal Sword|1x Power Generator|
|Card Drop: Bite Bug
```

DROPS LIST: 75%

```
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                           |~4.7% chance:
1-19|1x M-Stone Piece |1x Betrayal Sword|1x Coral Fragment|1x Coral Fragment
20-29 2x Magic Stone | 3x Magic Stone | 2x Betrayal Sword 1x Betrayal Sword
 30+|1x Dynamo Stone |2x Dynamo Stone |3x Dynamo Stone |4x Dynamo Stone
Scan Info: Becomes electrified when attacked with Thunder. Attacking it while
electrified causes thunder damage.
Location(s): 1. Worldmap: Centra Plains.
Attacks: Thunder [Magical Attack, 1 Target or Self, Lightning Elemental]
----- Thundara [Magical Attack, 1 Target or Self, Lightning Elemental]
       Thundaga [Magical Attack, 1 Target or Self, Lightning Elemental]
        {Slash} [Physical Attack, 1 Target, Extra damage when charged]
        {Blitz charged itself up!} [After hit with a Lightning magic, this
                            boosts Blitz' Str + Mag]
 Battle Notes: When Blitz is charged up, a character will suffer Lightning
           damage when attacking Blitz physically (Rinoa and Irvine are
           excluded, because they use long-range weapons)
.========.
```

	Name: Blobra ====================================						
Level Ra	ange: 1-10	00 HP Ra	ange: 246-38	40	AP: 3	EXP: 40	(+8)
=====================================)====== HP:	Strength:	o======= Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	246	8	240	9	170	6	0
10	330	15	240	23	171	6	1
20	480	22	241	38	172	7	2
30	690	29	241	53	173	7	3
40	960	36	242	67	174	7	4
50	1290	43	242	82	175	8	5
60	1680	49	243	96	176	8	6
70	2130	56	243	111	177	9	7
80	2640	62	244	125	178	9	8
90	3210	68	244	139	180	9	9
100	3840	74	245	153	181	10	10
=====================================)======= Ice:	o======= Lightning:)======= Earth:	o=====c Poison:	======= Wind:)====== Water:	Holy:
[[]	[[]	[[]	[]	i [] i	[]	[[]	[]
=====================================	Poison)=====================================	Darkness	o=====c Silence	Berserk)======c Zombie	Sleep
70%	80%	80%	80%	80%	60%	70%	100%
 Slow	 Stop	 Reflect	Doom	 Slow Pet	Float	 Confuse	Drain
90%	50%	100%	80%	70%		40%	100%
		- ·	Gravity: Y	· · · · · · · · ·			
DRAW: L	DRAW: Lvl 1-19: Shell DEVOUR: Delicious!!! Lvl 20-29: Shell, Blind, Berserk Delicious!!!						11
L	vl 30+:	Shell, Refl	lect, Blind,		į ı	Delicious!	11
STEAL L	IST: 50%	Card	Common: Blo	bra	Card Rai	re: Granal	.do
!			======================================		·		
! !	9.5% chand		chance:	~5.8% ch		~4.7% cha	
$T = 1-19 \mid 2x$	M-Stone 1	Piece 4x M-	-Stone Piece	1x Rune	Armiet	1x Rune A	armiet

```
20-29|4x Magic Stone |4x Magic Stone
                              1x Rune Armlet
                                             |1x Rune Armlet
 30+|8x Wizard Stone |8x Wizard Stone |1x Rune Armlet
                                             |1x Rune Armlet
DROPS LIST: 75%
                  |Card Drop: Blobra
|Lvl: |~69.5% chance:
                 |~20% chance: |~5.8% chance:
                                            |~4.7% chance:
1-19|2x M-Stone Piece |4x M-Stone Piece |6x M-Stone Piece |1x Rune Armlet
20-29 2x Magic Stone 4x Magic Stone
                               |1x Rune Armlet
                                             1x Rune Armlet
 30+|3x Wizard Stone |5x Wizard Stone |1x Rune Armlet
                                             |1x Rune Armlet
Scan Info: A half-liquid creature resistant to physical attacks. Elemental
weaknesses differ with each one that appears.
______
Location(s): 1. Tomb of the Unknown King.
______
Attacks: Sticky Icky [Physical Attack, 1 Target, Inflicts Slow]
----- {Punch} [Physical Attack, 1 Target]
        Cure
                [Magical Recovery, 1 Ally]
                [Magical Recovery, 1 Ally]
        Cura
                 [Magical Recovery, 1 Ally]
        Curaga
                 [Change Status, 1 Ally, Removes bas statuses]
        Esuna
                 [Change Status, 1 Target, Inflicts Slow]
        Slow
        Stop
                 [Change Status, 1 Target, Inflicts Stop]
                 [Change Status, 1 Target, Inflicts Berserk]
        Berserk
        Silence
                 [Change Status, 1 Target, Inflicts Silence]
 Battle Notes: Blobra is randomly weak to one of the 8 elements. This weakness
           can be as much as a [x7] weakness.
          - At Lvl 1-19 Blobra can be weak to Fire, Ice, Lightning.
          - At Lvl 20-29 Blobra can be weak to ALL EXCEPT Water and Holy.
          - At Lvl 30+ Blobra can be weak to any element.
```

Name: Blo		 	 			UNDEAD ENEMY FLYING ENEMY			
Level Ra	ange: 1-1	00 HP Ra	00	AP: 1	EXP: 15	(+5)			
Level:)(HP:		Vitality:	J(Magic:	Spirit:	Speed:	 Evasion:		
1	510	4	7	10	150	8	0		
10	650	10	11	21	153	' 9	0		
20	900	16	17	32	156	11	1		
30	1250	23	22	44	160	12	1 j		
40	1700	28	28	55	163	13	2		
50	2250	34	34	66	166	14	2		
60	2900	39	39	77	170	16	3		
70	3650	45	45	88	173	17	3		
80	4500	49	51	98	176	18	4		
90	5450	54	56	109	180	19	4		
100	6500	58	62	119	183	21	5		
Fire:]======= Ice:	Lightning:	======================================	Poison:	Wind:	Water:	Holy:		
[2x]	[]	[[]	[Imm]	[0.5x]	[]	[[]	[3x]		
=====================================	D======= Poison	o======= Petrify)======== Darkness	o====== Silence	o======= Berserk)======c Zombie	======= Sleep		
100%							80%		
 Slow	 Stop	 Reflect	Doom	 Slow Pet	 Float	 Confuse	 Drain		
90%			80%			60% ''	100%		

```
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: No!
DRAW: Lvl 1-19: Zombie, Float
                                    DEVOUR: It's rotten...
     Lvl 20-29: Zombie, Float, Silence
                                          It's rotten...
     Lvl 30+: Zombie, Float, Silence, Dispel
                                          It's rotten...
STEAL LIST: 50%
                | Card Common: Blood Soul | Card Rare: Abadon
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|2x M-Stone Piece |4x M-Stone Piece |1x Rune Armlet
                                          |1x Rune Armlet
20-29|4x Magic Stone |4x Magic Stone |1x Rune Armlet
                                          |1x Rune Armlet
 30+|8x Wizard Stone |8x Wizard Stone |1x Rune Armlet
                                         1x Rune Armlet
------
DROPS LIST: 75%
               | Card Drop: Blood Soul
|Lv1: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|2x M-Stone Piece |4x M-Stone Piece |6x M-Stone Piece |1x Rune Armlet
|20-29|2x Magic Stone | 4x Magic Stone | 1x Rune Armlet
                                          |1x Rune Armlet
 30+|3x Wizard Stone |5x Wizard Stone |1x Rune Armlet |1x Rune Armlet
Scan Info: Floats with gas that fills its body. Looks weak, but its
status-changing attacks may prove otherwise.
______
Location(s): 1. Worldmap: Winhill Bluffs.
______
Attacks: Blind
               [Change Status, 1 Target, Inflicts Blind]
 ---- Zombie
               [Change Status, 1 Target, Inflicts Zombie]
               [Change Status, 1 Target (with Zombie), Inflicts Regen]
       Regen
               [Magical Recovery, 1 Target (with Zombie)]
       Cura
               [Magical Recovery, 1 Target (with Zombie)]
       Curaga
               [Change Status, 1 Target, Inflicts Berserk]
       Berserk
                [Change Status, 1 Target, Inflicts Silence]
       Silence
                [Change Status, 1 Target, Inflicts Sleep]
       Sleep
                [Change Status, 1 Targets, Removes good statuses]
       Dispel
       {Bite}
                [Physical Attack, 1 Target]
       Disease Breath [Magical Attack, 1 Target, Inflicts Silence]
       Breath of Death [Magical Attack, 1 Target]
```

Name: Blue	Dragon
------------	--------

=======	======	=====0=====	=======:	=======)=======(b======	=======.
Level Ra	ange: 1-1	00 HP Ra	ange: 236-410	000	AP: 6	EXP: 100	0 (+20)
=======)======	0=======)=======)======c)======(b======	>======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	236	15	71	27	120	5	0
10	2525	29	76	46	125	8	1
20	5400	45	82	67	130	10	1
30	8625	60	88	87	135	13	2
40	12200	76	95	108	140	15	3
50	16125	91	101	128	145	18	3
60	20400	107	107	148	150	20	4
70	25025	122	113	167	155	23	4
80	30000	137	120	187	160	25	5
90	35325	151	126	206	165	28	6
100	41000	166	132	225	170	30	6
=======)======	0=========)========	D=======)=======	D=======)=======
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:
l []	[2x]	l ri	[]	[_1x]	[]	[]	i

```
Petrify
                                           Berserk
 Death
        Poison |
                         Darkness
                                  Silence
                                                   Zombie
                                                            Sleep
  50%
                  60%
                            70%
                                    70%
                                             60%
                                                     60%
                                  |Slow Pet|
 Slow
       Stop
              Reflect
                           Doom
                                            Float
                                                   Confuse
  90%
                 100%
                            70%
                                    60%
                                                     60%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
______
DRAW: Lvl 1-19: Blind
                                          |DEVOUR: Delicious!!!
      Lvl 20-29: Blind, Drain, Bio
                                                  Delicious!!!
      Lvl 30+: Blind, Break, Death, Bio
                                                  Delicious!!!
STEAL LIST: 50%
                   |Card Common: Blue Dragon | Card Rare: Mobile Type 8
Lv1: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Fury Fragment |1x Fury Fragment |2x Fury Fragment |2x Fury Fragment
20-29|1x Fury Fragment |1x Fury Fragment |2x Fury Fragment |2x Fury Fragment
 30+|1x Fury Fragment |1x Fury Fragment |2x Fury Fragment |2x Fury Fragment
DROPS LIST: 100%
                   |Card Drop: Blue Dragon
Lv1: |~69.5% chance:
                   |~20% chance:
                                  |~5.8% chance:
                                                 |~4.7% chance:
1-19 4x Dragon Fang 3x Dragon Skin
                                  | 1x Fury Fragment | 2x Fury Fragment
20-29 6x Dragon Fang | 6x Dragon Skin
                                  2x Fury Fragment 2x Fury Fragment
 30+|8x Dragon Fang
                 |8x Dragon Skin
                                  | 4x Fury Fragment | 6x Fury Fragment
Scan Info: A dragon that walks on 2 legs. Attacks with breath that causes
status changes and drops a rare item called Fury Fragment.
Location(s): 1. Worldmap: Trabia Snowfields.
Attacks: {Tail Whip} [Physical Attack, 1 Target]
 ----- {Hit}
                  [Physical Attack, 1 Target]
        Grab Punch [Physical Attack, 1 Target, 100% Critical Hit]
        Breath
                  [Magical Attack, All Targets]
                  [Magical Attack, 1 Target, Drains HP]
        Drain
                  [Change Status, 1 Target, Inflicts Darkness]
        Blind
                  [Change Status, 1 Target, Inflicts Poison]
        Bio
        Break
                  [Change Status, 1 Target, Inflicts Petrify]
                  [Change Status, 1 Target, Inflicts Death]
        Death
                  [Change Status, 1 Target-Self, Inflicts Reflect]
        Reflect
'-----
```

.======	===.											
Name: Bor	Name: Bomb FLYING ENEMY											
=======	=======================================											
Level Ra	Level Range: 1-100 HP Range: 288-5080 AP: 1 EXP: 30 (+5)											
=======)======)=======c)=======)======)======)======)======					
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:					
1	288	2	2	1	4	2	0					
10	400	11	6	14	13	3	0					
20	600	21	12	28	23	5	1					
30	880	30	17	42	33	6	1					
40	1240	40	23	56	44	7	2					
50	1680	49	29	69	54	8	2					
60	2200	58	34	82	64	10	3					
70	2800	66	40	95	75	11	3					
80	3480	75	46	108	85	12	4					
90	4240	83	51	120	95	13	4					
100	5080	91	57	132	105	15	5					

```
Ice:
            |Lightning: |
                      Earth:
                             Poison:
                                    Wind:
                                          Water:
  [-1x]
        [3x]
                      [Imm]
                                    [1.5x]
Darkness
                            Silence
       Poison | Petrify
                                   Berserk
                                          Zombie
                                                  Sleep
                              80%
        80%
               40%
                       80%
                                     60%
                                            70%
                                                  80%
      Stop
                            |Slow Pet|
 Slow
             Reflect
                      Doom
                                    Float
                                          Confuse
                                                  Drain
 90%
        50%
              100%
                             40%
                                                  100%
                                            0%
 Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
______
DRAW: Lvl 1-19: Fire
                                |DEVOUR: Shouldn't have eaten it|
     Lvl 20-29: Fire, Fira
                                      Shouldn't have eaten it
        30+: Fire, Fira, Firaga, Meltdown
                                      Shouldn't have eaten it
STEAL LIST: 50%
               |Card Common: Bomb
                              | Card Rare: Krysta
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Bomb Fragment |1x Bomb Fragment |2x Bomb Fragment |2x Bomb Fragment
20-29|2x Bomb Fragment |2x Bomb Fragment |3x Bomb Fragment |3x Bomb Fragment
 30+ 2x Bomb Fragment | 2x Bomb Fragment | 1x Bomb Spirit
                                         |1x Bomb Spirit
|-----
DROPS LIST: 25%
                |Card Drop: Bomb
Lvl: |~69.5% chance:
               |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x M-Stone Piece |2x M-Stone Piece |1x Bomb Fragment |2x Bomb Fragment
20-29|1x Bomb Fragment |2x Bomb Fragment |2x Magic Stone |2x Magic Stone
 30+|2x Bomb Fragment |2x Bomb Fragment |3x Bomb Fragment |3x Bomb Fragment
Scan Info: A monster powered by fire. Usually calm, but still a dangerous
monster that becomes gigantic or explodes when attacked. [Fly Monster]
|-----
Location(s): 1. Fire Cavern.
______
Attacks: {Bomb-butt} [Physical Attack, 1 Target, deals more damage when grown]
            [Magical Attack, 1 Target]
       Fire
             [When attacked, can use 'Grow', increases Str + Mag, after
             using 'Grow' twice it will use Suicide]
       Suicide [Used after grown twice, Approx Damage = Bomb's Max HP * 2,
             Accuracy = 255% thus cannot miss]
'-----
|Name: Buel |
                                            | FLYING ENEMY
Level Range: 1-100
               | HP Range: 43-1840
                                  | AP: 1
                                         | EXP: 5 (+1)
| Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
Level:
        HP:
         43
                                     200
                                            10
  10
         85
                6
                               24
                                     201
                                            11
                               47
                                            11
  20
        160
               10
                        2
                                     202
  30
        265
               15
                        2
                                     203
                                            12
  40
        400
               19
                               93
                                     205
                                            13
```

115

138

160

183

205

4

6

206

207

208

210

211

14

14

15

16

16

2

50

60

70

80

90

565

760

985

1240

1525

24

28

32

36

100	1840	43	7	227		212	17	4
=====================================	Ice: 	Lightning:	======================================	Pois			======================================	======================================
Death 70%	Poison 80%	Petrify 70%	Darkness 80%	Silend 80% 	(ce 	Berserk	Zombie 70%	Sleep 80%
Slow 90%	Stop 50%	Reflect 100%	Doom 80%	 Slow 70%	Pet 	 Float 100%	Confuse	 Drain 100%
			Gravity: Ye					
DRAW: Lvl 1-19: Fire, Thunder, Blizzard DEVOUR: Tastes okay Lvl 20-29: Fira, Thundara, Blizzara Tastes okay Lvl 30+: Firaga, Thundaga, Blizzaga Tastes okay								
STEAL LI			Common: Bue		'	ard Rare: F	_	
Lvl: ~69 1-19 2x 20-29 2x 30+ 2x	0.5% chand M-Stone I Magic Sto Wizard St	ce:	~20% chance: ~5.8% chance: ~4.7% chance: 2x M-Stone Stone 3x M-Stone Piece 3x M-Stone 2x Magic Stone 1x Circle 2x Wizard Stone 1x Circle 1x Circle 2x Wizard Stone 1x Circle 2x Wizard Stone 2x Wizard S				ance: ne Piece et et	
DROPS LI	IST: 25%	Card	Drop: Buel					
Lvl: ~69 1-19 2x 20-29 1x 30+ 1x	0.5% chand M-Stone I Magic Sto Wizard St	ce: ~20% Piece 1x M- one 1x Ma cone 1x W	chance: -Stone Piece agic Stone izard Stone	~5.89 2x M- 2x Ma 2x W:	ch Sto agio izan	nance: one Piece c Stone rd Stone	~4.7% cha 3x M-Ston 3x Magic 3x Wizard	ance: ne Piece Stone d Stone
Scan Inf weak aga	o: Any ma inst phys	agic attacks sical attack	s are almost	comple	etel	ly ineffect	cive. Howe	ever, very
Location	n(s): 1. E	Fire Cavern						
1		Lash) [Physical Representation of the content of th	ical Attack, cal A	1 Target 1 Target 1 Target 1 Target Target Target	get] et] et] et] et] et] c.Se	elf, inflic Can use as	cts Reflec a Final 2	ot]

|Name: Cactuar |

=======	======:	=====0=====		=======()=======()======:	=======.
 Level Ra	ange: 1-1	00 HP Ra	ange: 202-140	00	AP: 20	EXP: 1	(+1)
======)======	0=======)=======(D======)=======()======(D======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	202	2	16	5	254	8	100
10	230	5	31	19	254	9	100
20	280	9	49	33	254	11	100
30	350	12	66	47	254	12	100
40	440	15	84	60	254	13	100
50	550	17	101	73	254	14	100

60	680	20		119	86	254	16	100		
70	830	22		136	99	254	17	100		
80	1000	24		154	111	254	18	100		
90	1190	25		171	123	254	19	100		
100	1400	27		189	134	254	21	100		
·)=======(,	,)======(
Fire:	Ice:	Lightni:	ng:		Poison:		Water:	Holy:		
[]	[]	[]		[]	[]	[]	[2.9x]	[] [
)=======(- 1		
Death	Poison 80%	Petrif _] 70%	<i>!</i>	Darkness 80%	Silence 80%	Berserk 	Zombie	Sleep 80%		
	00% 	/U6 			006 	 	 	006 		
 Slow	 Stop	 Reflec		l Doom	 Slow Pet	 Float	 Confuse			
90%	500p 50%	100%	_	80%	70%	100%		100%		
	'	'		'	'	'	 	'		
	es Blow			Gravity: Ye				nd: Yes 		
DRAW: L								!		
	DRAW: Lvl 1-19: Haste									
Lvl 30+: Haste Refreshing!										
=======	======:	======	===:	========	' =======			:====== 		
STEAL L	IST: 50%	Ca	ard	Common: Cact	tuar Ca	ard Rare: (Gerogero			
=====0===	======	===== =:	===:		=0======	=======)======	======		
Lvl: ~69	9.5% chan	ce:	20%	chance:	~5.8% cl	nance:	~4.7% cha	ance:		
1-19 2x	Cactus Tl	norn 2:	k Ca	actus Thorn	2x Cacti	us Thorn	2x Cactus	s Thorn		
20-29 2x	Cactus Tl	norn 2:	k Ca	actus Thorn	3x Cacti	ıs Thorn	3x Cactus	s Thorn		
30 + 3x	Cactus Tl	norn 3:	k Ca	actus Thorn	4x Cacti	us Thorn	4x Cactus	s Thorn		
=======	======:	======	===:	========	======:	=======	=======	=======		
DROPS L	IST: 100%	C	ard	Drop: Cactua	ar					
					· ·	·		!		
	9.5% chan			chance:	~5.8% cl		~4.7% cha			
	Cactus Tl			actus Thorn	3x Cacti		2x Lightv			
	Cactus Tl			actus Thorn actus Thorn	4x Cacti		4x Lightv	· ·		
				actus inorn ========			'			
	Scan Info: A speedy cactus of the desert. Damage always amounts to 1,000 with its special skill, 1,000 Needles.									
165 Special BRIII, 1,000 Recales. 										
!	Location(s): 1. Worldmap: Cactus Island (also part of Kashkabald Desert)									
				=========						
				ysical Attac				!		
				ysical Attac						
i L	{Escape			capes from ba						
'======	======	======	===:		=======	=======	=======			
'======================================										

|Name: Caterchipillar |

======		=========		=======	0=======	า=====::	
	Range: 1-1	00 HP Ra	ange: 172-73		AP: 2	EXP: 28	, -, ,
======= Level:	=0====== HP:		Vitality:	0======= Magic:	Spirit:]=====================================	Evasion:
1	172	10	2	7	18	4	0
10	340	19	8	23	18	5	0
20	640	27	15	40	19	5	1
30	1060	36	21	58	19	6	1
40	1600	44	29	75	20	7	1
50	2260	53	36	92	20	8	2
60	3040	61	42	108	21	8	2
70	3940	69	50	125	21	9	3
80	4960	76	57	142	22	10	3

```
90
         6100
                  84
                           63
                                  158
                                           22
                                                  10
                                  174
  100
         7360
                  91
                           71
                                           23
                                                  11
|Lightning: |
  Fire:
         Ice:
                         Earth:
                                 Poison:
                                         Wind:
                                                Water:
         [x2]
                         [0.5x]
 [1.5x]
                        Darkness
                                Silence
                                        Berserk
                                                Zombie
 Death
        Poison
               Petrify
                                                        Sleep
  70%
         80%
                 70%
                          80%
                                  80%
                                          60%
                                                  70%
                                                         80%
 Slow
        Stop
               Reflect
                                Slow Pet
                                                Confuse
                                                        Drain
                         Doom
                                         Float
                                         100%
                100%
                          80%
                                  70%
                                                 60%
                                                         100%
 Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
 DRAW: Lvl 1-19: Thunder, Cure
                                     |DEVOUR: Delicious!!!
      Lvl 20-29: Thundara, Cura, Slow
                                            Delicious!!!
          30+: Thundaga, Curaga, Slow, Stop
                                           Delicious!!!
STEAL LIST: 50%
                   |Card Common: Caterchipillar | Card Rare: Trauma
______
                                 |~5.8% chance:
                                               ~4.7% chance:
|Lvl: |~69.5% chance:
                  |~20% chance:
1-19|1x Spider Web
                  |1x Spider Web
                                1x Spider Web
                                               |1x Spider Web
20-29 2x Spider Web
                  |2x Spider Web
                                 |2x Spider Web
                                               2x Spider Web
  30+|4x Spider Web
                  |4x Spider Web
                                 |4x Spider Web
                                               4x Spider Web
DROPS LIST: 75%
                  |Card Drop: Caterchipillar
Lvl: |~69.5% chance:
                  |~20% chance:
                                 |~5.8% chance:
                                               |~4.7% chance:
1-19|1x Spider Web
                  | 1x M-Stone Piece | 1x M-Stone Piece | 2x M-Stone Piece
20-29 2x Spider Web
                  |1x Magic Stone
                                 2x Magic Stone
                                               |2x Magic Stone
  30+|4x Spider Web
                  |4x Spider Web
                                 |8x Wizard Stone |8x Wizard Stone
Scan Info: Uses an attack called Ultra Waves that damages all enemies.
 Location(s): 1. World Map: Acauld Plains (Forests).
Attacks: {Tail Bash} [Physical Attack, 1 Target]
        {Head Bash} [Physical Attack, 1 Target]
        Sticky Web [Change Status, Inflicts Stop]
        Ultra Waves [Blue Magic, All Targets, Damage + Inflicts Berserk]
_______
.=========.
|Name: Catoblepas |
                                                      {BOSS-50}
| HP Range: 10500-38500
Level Range: 1-57
                                      | AP: 30 | EXP: 0
Level:
         HP:
               Strength: | Vitality: | Magic: |
                                        Spirit: | Speed:
                                                       Evasion:
        10500
                           4
                                   65
                                            2
                                                  26
                                                          0
       15000
  10
                 29
                          11
                                   83
                                            6
                                                  28
        20000
  20
                 53
                          19
                                  102
                                           12
                                                  30
  30
       25000
                 78
                          26
                                  122
                                           17
                                                  32
                                                          2
       30000
                 102
                          34
                                           23
                                                          2
  40
                                  141
                                                  34
  50
       35000
                 126
                          42
                                  160
                                           28
                                                  35
  57
        38500
                 143
                          46
                                  173
                                           32
                                                  37
Ice:
              |Lightning: |
                         Earth:
                                | Poison: |
                                         Wind:
                                                Water:
                                                        Holy:
                [-1x]
                         [2x]
                                                 [2x]
| Darkness | Silence | Berserk | Zombie |
 Death
        Poison | Petrify
```

```
60%
                              |Slow Pet
                        Doom
                                      Float
 20%
Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes
 DRAW: Lvl 1-19: Meteor, Alexander
                                     DEVOUR: Cannot Devour
     Lvl 20-29: Meteor, Alexander
     Lvl 30+: Meteor, Alexander
STEAL LIST: ---
                 | Card Mod Common: --- | Card Mod Rare: ---
_______
DROPS LIST: 100%
                 |Card Drop: ---
                ~20% chance:
Lvl: |~69.5% chance:
                             |~5.8% chance:
                                            |~4.7% chance:
1-19|1x Status Atk
                |1x Status Atk
                              |1x Status Atk
                                            |1x Status Atk
20-29|1x Status Atk
                 |1x Status Atk
                              |1x Status Atk
                                            |1x Status Atk
 30+|1x Status Atk
                |1x Status Atk |1x Status Atk
                                            |1x Status Atk
Scan Info: Uses magic as well as physical attacks. Its skill with Thunder
magic allows it to increase damage.
Location(s): 1. Ultimecia Castle (Treasure Room).
Attacks: {Claw}
              [Physical Attack, 1 Target]
 ----- Deadly Horn [Physical Attack, 1 Target, If it hits: 100% Critical]
                [Magical Attack, 1 Target, Lightning Elemental]
       Thundaga
       Thunder Summon [Magical Attack, All Targets, Lightning Elemental,
                   Ignores Defense, Used after using Thundaga 3 times]
                [Magical Attack, 10 hits, Used as Final Attack]
       Meteor
Battle Notes: In the Japanese Version, Catoblepas' HP Range is 10500-60000.
______
.========.
                                                  {BOSS-30}
Name: Cerberus
Level Range: 1-30 | HP Range: 7100-10000 | AP: 30 | EXP: 0
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
        7100
               27
                         11
                                55
                                      101
                                              11
        8000
                         20
  10
                50
                              101
                                       113
                                              20
                                                      6
  20
       9000
                75
                         30
                               152
                                       125
      10000
                99
                              202
                                       138
                         40
Fire: | Ice:
             |Lightning: | Earth: | Poison: |
                                     Wind:
                                            Water:
                                     [Imm]
       [ ] | [-1x] |
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
Slow
      Stop
             Reflect
                              |Slow Pet|
                                      Float
                                            Confuse
                      Doom
                                                    Drain
                                                     80%
Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes
 DRAW: Lvl 1-19: Quake, Double
                                     | DEVOUR: Cannot Devour
     Lvl 20-29: Quake, Double, Triple
         30: Quake, Double, Triple
```

```
STEAL LIST:
                 | Card Mod Common: --- | Card Mod Rare: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                           |~4.7% chance:
1-19|1x Spd-J Scroll |1x Spd-J Scroll |1x Spd-J Scroll
                                           |1x Spd-J Scroll
20-29 1x Spd-J Scroll | 1x Spd-J Scroll | 1x Spd-J Scroll
                                           |1x Spd-J Scroll
  30 | 1x Spd-J Scroll | 1x Spd-J Scroll | 1x Spd-J Scroll | 1x Spd-J Scroll
|-----
DROPS LIST:
                 |Card Drop: Cerberus
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|8x G-Returner |8x G-Returner |8x G-Returner
                                           |8x G-Returner
20-29 8x G-Returner
                |8x G-Returner |8x G-Returner
                                           |8x G-Returner
 30|8x G-Returner
                |8x G-Returner |8x G-Returner
                                           |8x G-Returner
Scan Info: A 3-headed demon-dog of hell. In Triple, each of the 3 heads uses
different magic. The tail is also powerful.
______
Location(s): 1. Galbadia Garden (Main Hall).
______
Attacks: {Tail} [Physical Attack, 1 Target, When under Triple: 100% Critical]
----- Quake
             [Magical Attack, All Targets, Earth Elemental]
       Tornado [Magical Attack, All Targets, Wind Elemental]
       Thundaga [Magical Attack, 1 Target, Lightning Elemental]
             [Change Status, 1 Ally, Inflicts Triple,
              Cerberus can now use Dispel, Thundaga, Silence and Blind]
             [Change Status, 1 Target, Removes good statuses]
       Dispel
       Silence [Change Status, 1 Target, Inflicts Silence]
             [Change Status, 1 Target, Inflicts Blind]
       Blind
       Berserk [Change Status, 1 Target, Inflicts Berserk]
```

	===	 	=

	Chimera =======		========		.		
Level	Range: 1-1		000	AP: 10	EXP: 15	50 (+20) 5	
Level			Vitality:	Magic:	Spirit:	Speed:	 Evasion:
1	352	21	41	27	89	5	2
10	3750	38	49	46	97	7	3
20	8000	55	59	68	106	9	3
30	12750	73	67	90	115	11	4
40	18000	90	77	111	125	13	5
50	23750	107	86	133	134	15	5
60	30000	124	95	154	143	17	6
70	36750	141	104	175	152	19	6
80	44000	158	114	197	161	21	7
90	51750	174	122	217	170	23	8
100	60000	190	132	238	180	25	8
=====	==0======	0=======)======	0======)======)======c)======
Fire	: Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:
[]	[]	[-1x]	[]	[Imm]	[-1x]	[-1x]	[1.5x]
=====	==0======	0========)=======	0======)=======()======)======
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep
			80%				[
T							
Slow	Stop	Reflect	Doom	Slow Pet	Float	Confuse	Drain
50%		100%					50%

Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes

```
DRAW: Lvl 1-19: Water, Thunder, Esuna
                                  |DEVOUR: Refreshing!
     Lvl 20-29: Water, Bio, Thundara, Esuna
                                        Refreshing!
         30+: Water, Bio, Thundaga, Esuna
                                        Refreshing!
STEAL LIST: 25% | Card Common: Chimera | Card Rare: Red Giant
Lvl: |~69.5% chance:
                ~20% chance:
                              |~5.8% chance:
                                            |~4.7% chance:
1-19 2x Red Fang
                 2x Red Fang
                              2x Red Fang
                                            2x Red Fang
20-29 4x Red Fang
                 4x Red Fang
                               4x Red Fang
                                            4x Red Fang
 30+|8x Red Fang
                 8x Red Fang
                              8x Red Fang
                                            8x Red Fang
DROPS LIST: 100%
                 |Card Drop: Chimera
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                           |~4.7% chance:
1-19|1x Water Crystal |2x Water Crystal |2x Red Fang
                                            2x Red Fang
|20-29|2x Water Crystal |4x Red Fang |1x Star Fragment |2x Star Fragment
 30+|6x Water Crystal |6x Red Fang
                              |3x Regen Ring | 3x Star Fragment
Scan Info: A monster with 4 heads that use magic, physical, attacks,
status-changes, and their original skill, Aqua Breath.
Location(s): 1. Worldmap: Kashkabald Desert.
_______
Attacks: {Bite}
               [Physical Attack, 1 Target, Sometimes used as a
                Counterattack VS Physical Attacks]
       Aqua Breath [Blue Magic, All Target, Water Elemental]
                [Magical Attack, 1 Target, Lightning Elemental]
       Thundara
                [Magical Attack, 1 Target, Lightning Elemental]
       Thundaga
                [Magical Attack, 1 Target, Wind Elemental]
       Aero
                [Magical Attack, All Targets, Wind Elemental]
       Tornado
                [Change Status, 1 Target, Inflicts Petrify]
       Break
                [Change Status, 1 Target, Inflicts Berserk]
       Berserk
       Confuse
                [Change Status, 1 Target, Inflicts Confuse]
       Stop
                [Change Status, 1 Target, Inflicts Stop]
                [Change Status, 1 Target, Removes good statuses]
       Dispel
```

.========. |Name: Cockatrice |

INallie •	COCKACTICE	1					
=====	======================================	=======================================	======================================	======(200)=======()======: EVD: 40	
Leve	l Range: 1-1	IUU HP Ra	ange: 1007-5	200	AP: 2	EXP: 40	(+10)
=====	===0======	=0====================================	D=========	0======(D=======(D=======(O======
Leve	1: HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	1007	9	9	14	91	12	2
10	1105	18	15	32	97	14	4
20	1280	28	22	52	105	15	6
30	1525	37	29	71	111	17	7
40	1840	46	36	90	119	19	9
50	2225	55	43	108	126	20	10
60	2680	64	50	127	133	22	12
70	3205	72	57	145	140	24	14
80	3800	80	64	163	148	25	16
90	4465	88	71	180	154	27	17
100	5200	96	78	198	162	29	19
=====	===0=====	=0=======)=======	0======	D======)======	o======
Fir	e: Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:
[]	[]	[Imm]	[]	[Imm]	[2.5x]	[]	[] [
=====	===0=====	=0=======)=======	0======)=======	D======	o=======
		1	1 - 1	1013	1	1 - 1 -	1 ~3 1

|Silence

Berserk

Darkness

60%			80%	80%	60%	70%	80%		
 Slow 90%	 Stop 50%	 Reflect 100%	 Doom 10%	 Slow Pet 	Float 100%	 Confuse 70%	 Drain 100%		
			' Gravity: Ye =======	· '					
DRAW: Lt	vl 1-19: vl 20-29:	Thunder Thundara, I	Break		OUR: Taste Taste		. j		
STEAL L	 IST: 50%	Card	Common: Cocl	'		_			
Lv1: ~69 1-19 1x 20-29 2x 30+ 4x	9.5% chand C.trice I C.trice I C.trice I	ce: ~20% Pinion 1x C Pinion 2x C Pinion 4x C		~5.8% ch n 1x C.tri n 2x C.tri n 4x C.tri	nance: ce Pinion ce Pinion ce Pinion	~4.7% cha 1x C.tric 2x C.tric 4x C.tric	ance: ce Pinion ce Pinion ce Pinion		
	IST: 100%		Drop: Cocka			\			
Lvl: ~69 1-19 1x 20-29 1x 30+ 2x ====0===	9.5% chand Coral Fra C.trice F C.trice F ====================================	ce: ~20% agment 1x C Pinion 1x C Pinion 2x D =====0===============================	chance: .trice Pinion oral Fragment ynamo Stone ====================================	~5.8% chn 1x C.tri t 1x Dynam 3x C.tri =0=======	nance: Lce Pinion no Stone Lce Pinion	~4.7% cha 1x C.tric 1x Dynamo 3x Dynamo	nnce: ce Pinion o Stone o Stone		
		======================================	========= bel Lake.	=======	:======		 		
Attacks: {Beak Strike} [Physical Attack, 1 Target, Inflicts Slow-Petri: Upward Kick [Physical Attack, 1 Target] Electrocute [Blue Magic, All Targets, Lightning Elemental] Petrify Stare [Change Status, 1 Target, Counterattack VS Magic Electric Discharge [Magical Attack, All Targets, Final Attack									
.======= Name: Cre	========. Name: Creeps								

Level Ra	ange: 1-1	00 HP Ra	ange: 210-62	00	AP: 2	EXP: 35	(+8)		
======)======)=======)=======	o======c)=======()======)======		
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:		
1	210	6	3	7	171	25	30		
10	350	13	3	16	175	26	31		
20	600	20	4	26	180	28	32		
30	950	28	4	35	185	29	33		
40	1400	35	5	45	190	30	34		
50	1950	42	5	55	195	31	35		
60	2600	48	6	64	200	33	36		
70	3350	55	6	73	205	34	37		
80	4200	62	7	83	210	35	38		
90	5150	68	8	92	215	36	39		
100	6200	74	8	107	220	38	40		
======)======)=======c)=======	0======)=======)======)======		
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:		
[]	[]	[Imm]	[]	[]	[]	[]	[2.5x]		
=======================================)=======)=========)=====	0====)========)=======)=====		
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep		
60%				40%			80%		

 Slow 90%	 Stop 	Reflect	 Doom 80%	 Slow Pet 	 Float 	 Confuse 	 Drain 	
	'' es Blow =======		 Gravity: Ye	' es LV U	p/Down: Yes	'' s The Er	 id: Yes 	
DRAW: L	vl 1-19: vl 20-29: vl 30+:	Thunder Thundara, Thundaga,	Life Death, Life		Canno	ot Devour	 	
	IST: 50% =======		Common: Cre	- '		-	 -=======	
1-19 1x 20-29 4x 30+ 8x	Coral Fra Coral Fra	agment 1x C agment 4x C agment 8x C	chance: oral Fragment oral Fragment oral Fragment	2x Cora 4x Cora 8x Cora	l Fragment l Fragment l Fragment	1x Coral 4x Coral 8x Coral	Fragment Fragment Fragment	
DROPS L	IST: 100%	Card	ard Drop: Creeps					
Lvl: ~60 1-19 1x 20-29 1x 30+ 1x ====0===	9.5% chand M-Stone I Curse Spi Dynamo St ====================================	ce:	chance: -Stone Piece oral Fragment urse Spike body like a	~5.8% c 2x M-St 1x Dynai 2x Dynai =0====== shadow.	hance: one Piece mo Stone mo Stone	~4.7% cha 1x Coral 1x Dynamo 2x Curse	ance: Fragment Stone Spike	
!		eeeeeeeee Oeling City	======= Sewers.	======	=======	=======	======== 	
=====================================	Thunder Thundara Thundaga {Claw} Heartbre	[Magic Magic Magic Magic Physi	al Attack, 1 al Attack, 1 al Attack, 1 al Attack, 1 cal Attack, 1 al Attack, 1	Target, : Target, : Target, : l Target] Target]	Lightning I Lightning I Lightning I	Elemental; Elemental; Elemental;		
	'		======================================		o======= AP: 3	o======== EXP: 40		

=====================================		=====0===== 00	======================================	D=====================================	D=====================================						
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:				
1	4231	11	45	11	8	4	0				
10	4650	23	46	20	9	7	1				
20	5400	37	47	30	11	9	1				
30	6450	50	48	40	13	12	2				
40	7800	63	50	50	14	14	2				
50	9450	75	51	60	16	17	3				
60	11400	88	52	69	18	19	3				
70	13650	100	53	78	19	22	4				
80	16200	112	55	87	21	24	4				
90	19050	123	56	95	23	27	5				
100	22200	135	57	103	24	29	5				
=======	======0======0======0=======0=======0====										
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:				
[]	[]	[]	[]	[]	[]	[]	[]				
=====================================	Poison 80%	o======== Petrify	D=====================================		D=====================================	Zombie 70%	Sleep 80%				

```
Slow
       Stop
                Reflect
                            Doom
                                   |Slow Pet|
                                             Float
                                                     Confuse
  90%
         50%
                  100%
                             80%
                                     70%
                                             100%
                                                       60%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Aero
                                         DEVOUR: Delicious!!!
      Lvl 20-29: Aero, Dispel
                                                Delicious!!!
          30+: Aero, Dispel, Reflect
                                                Delicious!!!
STEAL LIST: 50%
                    | Card Common: Creeps
                                       | Card Rare: Sphinxara
|~20% chance: |~5.8% chance: |~4.7% chance:
Lvl: |~69.5% chance:
1-19|2x Shear Feather |2x Shear Feather |2x Shear Feather |2x Shear Feather
|20-29|4x Shear Feather |4x Shear Feather |4x Shear Feather |4x Shear Feather
 30+|6x Shear Feather |6x Shear Feather |3x Missile
                                                   |3x Missile
DROPS LIST: 100%
                    |Card Drop: Creeps
Lvl: |~69.5% chance:
                   |~20% chance: |~5.8% chance:
                                                    |~4.7% chance:
1-19|2x M-Stone Piece |1x Sharp Spike
                                   |1x Sharp Spike
                                                   |1x Windmill
20-29|1x Sharp Spike |1x Shear Feather |1x Windmill
                                                    |1x Windmill
 30+|2x Sharp Spike |2x Shear Feather |1x Windmill
                                                   2x Windmill
Scan Info: A monster with 4 sharp claws. Attacks with sheer power, but also
uses gas attacks.
Location(s): 1. Worldmap: Centra Plains.
Attacks: Death Claw [Physical Attack, 1 Target]
       Bear Hug [Physical Attack, 1 Target, 100% Critical Hit]
         {Swipe}
                  [Physical Attack, 1 Target]
                  [Magical Attack, All Targets, Counterattack,
         Gas
                   Inflicts Sleep]
         Explosion [Physical Attack, All Targets, 100% Hit,
                   Used when HP falls below 50% of Max HP]
______
.========.
|Name: Diablos |
                                              | FLYING ENEMY | {BOSS-8}
Level Range: 1-100
                   | HP Range: 1600-80800
                                          | AP: 20 | EXP: 0
Level:
                Strength: | Vitality: | Magic: | Spirit: | Speed:
          HP:
                                                             Evasion:
         1600
                   17
                             51
                                              77
                                                       15
  10
                   57
                            56
                                      28
                                              90
         8800
                                                       20
         16800
                            62
                                      52
                                             105
                                                       25
                                                                2
  20
                  102
         24800
                            68
                                      76
                                             120
  30
                  146
                                                       30
         32800
                  190
                            75
                                     100
                                             135
  40
                                                       34
                                                                4
         40800
                  234
                            81
                                     122
                                             150
                                                       39
                                                                4
                            87
  60
         48800
                  255
                                     144
                                             165
                                                                5
                                                       44
                            93
  70
         56800
                  255
                                     166
                                             180
                                                                6
                                                       48
                                                                7
  80
         64800
                  255
                           100
                                     187
                                             195
                                                       53
  90
         72800
                  255
                                     207
                                             210
                                                                8
                            106
                                                       58
 100
         80800
                  255
                            112
                                     226
                                             225
                                                       62
Fire:
          Ice:
               |Lightning: |
                            Earth:
                                   | Poison:
                                             Wind:
                                                     Water:
                            [Imm]
                                          [1.5x]
 Death
         Poison | Petrify
                         Darkness
                                   |Silence |
                                            Berserk
                                                     Zombie
                             50%
```

90%	Stop	 Reflect 100%	 Doom 	 Slow Pet 	Float	Confuse	 Drain 50%		
Vit0: Y	es Blow	Away: No	 Gravity: Y	es LV Ur	o/Down: No	The End	 l: Yes		
L: L:	vl 20-29: vl 30+:		, Holy, Flar			Cannot Dev			
	======= IST:		======================================			======================================			
DROPS L		Card	Drop: Diabl	os (100%)					
	======= 9.5% chanc		======================================	0======= ~5.8% cha		~4.7% cha			
1-19 8x	G-Returne	er 8x G-	8x G-Returner 8x G-Retu		ırner	8x G-Reti	G-Returner		
		er 8x G	8x G-Returner 8x G-Ret		ırner	8x G-Returner			
	30+ 4x Hero			8x Hero		8x Hero			
Scan In: gravity	fo: A myst attack ca	cerious GF l	eeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee	other dime	ension. Use	es a power	ful		
	Gravija	[Magical At [Magical Re counteratt	ttack, 1 Targetack, All Targetack, All Targetack ecovery, 1 Tack tack on the p	argets, Da arget, Res party memb	amage = 759 storative,	of Targe Used as a	et's HP] a 100%		
======	=======	_	n the caster ========		:======	:======	=======		
======:		_			:======	;			
Name: Dro	oma =======			=======================================)=======(FLY1	ING ENEMY		
Name: Dro ====== Level Ra	oma ======= ange: 1-56			======================================)======c AP: 0	 FLYI EXP: 0	ING ENEMY		
Name: Dro ======= Level Ro ======= Level:	oma ======== ange: 1-56 o======= HP:		======================================	======================================)=======(AP: 0)======= Spirit:	 FLY] EXP: 0 Speed:	ING ENEMY ======= >======= Evasion:		
Name: Dro ======= Level Ra ======= Level: 1	oma ======== ange: 1-56 o======= HP: 1010	- 5 HP Ra D=======0 Strength: 12	======================================	======================================	D=======0 AP: 0	 FLY1 EXP: 0 EXP: 0 Speed:	ING ENEMY ===================================		
Name: Dro ====================================	oma ====================================	====0===== 5 HP Ra 0====================================	======================================	======================================	D=======0 AP: 0 D=======0 Spirit: 5 5	 FLY1 EXP: 0 Speed: 50	ING ENEMY ====================================		
Name: Dro ====================================	oma ====================================	====0=================================	======================================	======================================	D=======0 AP: 0 D========0 Spirit: 5 5 5	 FLYI EXP: 0 Speed: 50 51	ING ENEMY ====================================		
Name: Dro ====================================	oma ====================================	====0=================================	======================================	======================================	D=======0 AP: 0 D=========0 Spirit: 5 5 5 5	 FLYI EXP: 0 EXP: 0 Speed: 50 51 51	ING ENEMY ======== Evasion: 10 13 15 18		
Name: Dro ====================================	oma ====================================	====0=====6 HP Ra D========0 Strength: 12 24 37 49 62	======================================	======================================	D=====================================	 FLYI EXP: 0 Speed: 50 51 51 52	Evasion: 10 13 15 18 20		
Name: Dro ====================================	oma ====================================	====0=================================	======================================	======================================	D=======0 AP: 0 D=========0 Spirit: 5 5 5 5	 FLYI EXP: 0 EXP: 0 Speed: 50 51 51	ING ENEMY ======== Evasion: 10 13 15 18		
Name: Dro ====================================	oma ====================================	====0=================================	======================================	======================================	D=======0 AP: 0 D========0 Spirit: 5 5 5 5 5 5 5	 FLYI FLYI EXP: 0 Speed: 50 51 51 52 52 52 53	Evasion: 10 13 15 18 20 23 24		
Name: Dro ====================================	oma ====================================	====0=================================	======================================	======================================	D======== AP: 0 D========= Spirit: 5 5 5 5 5 5 5	 FLYI FLYI EXP: 0 Speed: 50 51 51 52 52 52 53	Evasion: 10 13 15 18 20 23 24		
Name: Dro ====================================	oma ====================================	======================================	======================================	======================================	D=====================================	 FLYI FLYI EXP: 0 Speed: 50 51 51 52 52 53 53 53	TING ENEMY ======== Evasion: 10 13 15 18 20 23 24 D======== Holy: []		
Name: Dro ====================================	oma ====================================	====0=================================	======================================	======================================	D=====================================	 FLYI FLYI EXP: 0 Speed: 50 51 51 52 52 53 53 53 53 53	Evasion: 10 13 15 18 20 23 24 0======= Holy: []		
Name: Dro ====================================	oma ====================================	====0=================================	======================================	======================================	D=====================================	 FLYI FLYI EXP: 0 Speed: 50 51 51 52 52 53 53 53 53 53	Evasion: 10 13 15 18 20 23 24 0======= Holy: [] 0======= Sleep		
Name: Dro ====================================	oma ====================================	====0=================================	======================================	======================================	D=====================================		ING ENEMY ====================================		
Name: Dro ====================================	oma ====================================	====0=================================	======================================	======================================	D=====================================	FLY1 FLY1 EXP: 0 Speed: 50 51 52 52 53 53 53 53 C=======0 Water: [] Confuse The Er	ING ENEMY ====================================		

```
30+: Esuna, Dispel
                                       Cannot Devour
STEAL LIST: 25%
               |Card Common: ---
                                Card Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                         |~4.7% chance:
1-19 2x Meteor Stone | 2x Meteor Stone | 2x Meteor Stone | 2x Meteor Stone
20-29|2x Meteor Stone |2x Meteor Stone |2x Meteor Stone |2x Meteor Stone
 30+|2x Meteor Stone |2x Meteor Stone |2x Meteor Stone |2x Meteor Stone
DROPS LIST: ---
               |Card Drop: ---
Scan Info: Born from Trauma, a small support machine. Despite its small size,
uses Pulse Cannon just like Trauma.
|-----
Location(s): 1. Ultimecia's Castle (Art Gallery).
Attacks: {Attack}
                   [Physical Attack, 1 Target]
----- Mini Pulse Cannon [Magical Attack, 1 Target, Ignores Defense,
                    Ignores Shell, 1/3rd power of Mega Pulse Cannon]
'-----
.=======.
|Name: Edea | (1st time)
                                               {BOSS-15}
Level Range: 1-20 | HP Range: 1300-7000 | AP: 20 | EXP: 0
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
       1300
                                      76
                        16
                               45
                                            6
       4000
               11
                        25
                               50
                                            15
                                      84
       7000
  20
               19
                                      94
                                           24
       Ice:
            |Lightning: |
                      Earth:
                            | Poison:
                                    Wind:
                                          | Water: |
                    Darkness
      | Poison | Petrify
                            |Silence | Berserk | Zombie |
      Stop
                                   Float
Slow
            Reflect
                      Doom
                            |Slow Pet|
                                         Confuse
VitO: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Cura, Dispel, Life, Double
                                   | DEVOUR: Cannot Devour
     Lvl 20: Cura, Dispel, Life, Double
              | Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST: 12.5%
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                         |~4.7% chance:
| 1-19|1x Elixir
                |1x Elixir
                            1x Elixir
                                          |1x Elixir
  20|1x Elixir
                |1x Elixir
                            |1x Elixir
                                         1x Elixir
DROPS LIST: ---
               |Card Drop: ---
Scan Info: A powerful sorceress and ruler of Galbadia. Her sorceress powers
may be the most powerful in the world.
Location(s): 1. Deling City Parade.
______
Attacks: Firaga
                [Magical Attack, 1 Target, Fire Elemental]
 ----- Blizzaga
               [Magical Attack, 1 Target, Ice Elemental]
```

```
[Magical Attack, 1 Target, Lightning Elemental]
        Thundaga
        Astral Punch [Physical Attack, 1 Target]
        Dispel
                  [Change Status, 1 Target, Removes good statuses]
                  [Change Status, 1 Ally, Inflicts Protect]
        Protect
                  [Change Status, 1 Ally, Inflicts Shell]
        Shell
______
.========.
|Name: Edea | (2nd time)
                                                     {BOSS-33}
Level Range: 1-32 | HP Range: 500-16000 | AP: 30 | EXP: 0
| Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
Level:
         HP:
                          41
                                         151
         500
                                  64
                                                 20
        5000
                  8
                          48
                                  80
                                         157
                                                 21
       10000
  20
                 10
                          56
                                  98
                                         165
                                                 23
  30
       15000
                 13
                          65
                                 115
                                         172
                                                 24
                                                         Q
  32
       16000
                 13
                          66
                                 118
                                         174
|Lightning: |
                         Earth:
        Ice:
                               Poison:
                                        Wind:
                                               Water:
Death
        Poison
              Petrify
                       Darkness
                               Silence
                                       Berserk
                                               Zombie
                               |Slow Pet|
Slow
       Stop
              Reflect
                         Doom
                                        Float
                                               Confuse
                                                       Drain
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Blizzard, Demi, Esuna, Alexander DEVOUR: Cannot Devour
     Lvl 20-29: Blizzara, Demi, Esuna, Alexander
                                              Cannot Devour
     Lvl 30-32: Blizzaga, Demi, Esuna, Alexander
                                              Cannot Devour
STEAL LIST: 12.5%
                  | Card Mod Common: --- | Card Mod Rare: ---
|Lvl: |~69.5% chance:
                 |~20% chance:
                              |~5.8% chance:
                                              ~4.7% chance:
1-19|1x Royal Crown
                 | 1x Royal Crown | 1x Royal Crown
                                              1x Royal Crown
20-29 1x Royal Crown
                  | 1x Royal Crown | 1x Royal Crown
                                              1x Royal Crown
30-32|1x Royal Crown
                  | 1x Royal Crown | 1x Royal Crown
                                              |1x Royal Crown
DROPS LIST: 100%
                  |Card Drop: ---
Lvl: |~69.5% chance:
                 |~20% chance: |~5.8% chance:
                                              |~4.7% chance:
1-19|1x Force Armlet
                  | 1x Force Armlet | 1x Force Armlet
                                              1x Force Armlet
20-29|1x Force Armlet |1x Force Armlet |1x Force Armlet
                                              1x Force Armlet
30-32|1x Force Armlet |1x Force Armlet |1x Force Armlet
                                              |1x Force Armlet
Scan Info: A sorceress bent on conquering the world. Hired Galbadia Garden
forces to destroy SeeD, which stands in her way.
______
Location(s): 1. Galbadia Garden (Disc 2).
Attacks: Blizzaga [Magical Attack, 1 Target, Ice Elemental]
  ----- Fira
               [Magical Attack, 1 Target, Fire Elemental]
               [Magical Attack, 1 Target, Lightning Elemental]
        Thundara
        Silence
               [Change Status, 1 Target, Inflicts Silence]
               [Change Status, 1 Target, Inflicts Slow]
        Slow
        Reflect
               [Change Status, 1 Ally, Inflicts Reflect]
                [Change Status, 1 Target, Removes good statuses]
        Dispel
```

[Change Status. 1 Target, Inflicts Death] Death Maelstrom [Magical Attack, All Targets, Damage = 50% of Current HP, Inflicts Curse]

______ .=========. |Name: Elastoid | FLYING ENEMY | HP Range: 531-18500 Level Range: 1-100 | AP: 3 EXP: 80 (+20) HP: Strength: | Vitality: | Magic: | Spirit: | Speed: 130 10 531 9 120 3 950 22 130 26 121 20 1700 36 130 44 122 30 2750 50 130 62 123 7 63 130 79 7 40 4100 125 10 5750 77 130 97 11 50 126 8 7700 9 60 90 130 114 127 13 9950 70 103 130 131 128 15 10 80 12500 116 130 149 130 17 11 90 15350 128 130 166 18 12 131 100 18500 141 131 182 132 20 12 |Lightning: | Earth: Poison: Wind: Tce: Water: [1.5x] [Imm] [Imm] Poison Petrify Darkness Silence Berserk Zombie Reflect Slow Stop |Slow Pet| Confuse Doom Float 90% 50% 100% Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes ______ DRAW: Lvl 1-19: Dispel DEVOUR: No good! Lvl 20-29: Dispel, Stop No good! 30+: Dispel, Stop, Meltdown Tastes awful!!! STEAL LIST: 50% | Card Common: Elastoid | Card Rare: Ultima Weapon Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: 1-19|1x Dynamo Stone |2x Dynamo Stone |2x Dynamo Stone 2x Dynamo Stone 20-29|2x Dynamo Stone |2x Dynamo Stone |2x Dynamo Stone |4x Dynamo Stone 30+|1x Laser Cannon |1x Laser Cannon |1x Laser Cannon |1x Laser Cannon DROPS LIST: 50% |Card Drop: Elastoid |~20% chance: ~5.8% chance: |Lvl: |~69.5% chance: |~4.7% chance: 1-19|4x M-Stone Piece |4x M-Stone Piece |8x M-Stone Piece |8x M-Stone Piece 20-29 4x Magic Stone 4x Magic Stone |8x Magic Stone |1x Laser Cannon 30+|4x Wizard Stone |4x Wizard Stone |1x Laser Cannon |1x Laser Cannon Scan Info: Anti-personnel weapon made in Esthar. Floats with an anti-gravity engine. Attacks with its 4 pliable metallic legs. ______ Location(s): 1. Laguna Dream #2: Lunatic Pandora. Attacks: {Head Bump} [Physical Attack, 1 Target] ----- Beam Laser [Physical Attack, 1 Target]

[Change Status, 1 Ally, Inflicts Protect]

Protect

```
[Change Status, 1 Ally, Inflicts Haste]
       Haste
       Dispel
                [Change Status, 1 Target, Removes good statuses]
                [Change Status, 1 Target, Inflicts Stop]
       Stop
                [Change Status, 1 Target, Inflicts Sleep]
       Sleep
       {Spinning} [Used when below 30% of Max HP, Only uses Reflect Beam]
       Reflect Beam [Physical Attack, All Targets]
|Name: Elite Soldier |
Level Range: 1-100 | HP Range: 148-4940 | AP: 2 | EXP: 30 (+5)
HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
                        36
                                      38
        148
                                6
  10
        260
                15
                        37
                                17
                                      38
  20
        460
               28
                       38
                                29
                                      38
                                              8
                                                     4
        740
  30
                41
                       39
                                42
                                      38
                                              9
                                                     5
  40
               54
                                54
                                      39
        1100
               67
                       42
 50
        1540
                               66
                                      39
                                             10
                                                     6
               79
                       43
                               77
  60
        2060
                                             11
  70
               91
                       44
        2660
                               89
                                      40
                                             12
                                                     8
  80
       3340
               103
                       46
                              101
                                     40
                                             13
                                                     9
 90
        4100
               115
                        47
                               112
                                      40
                                             14
                                                    10
 100
        4940
               127
                        48
                               123
                                      41
                                              14
                                                    10
|Lightning: |
                       Earth:
                             | Poison: |
                                     Wind:
        Ice:
                                           Water:
                             [1.5x]
                             |Silence |
      Poison | Petrify
                     Darkness
                                    Berserk
                                           Zombie
 60%
        60%
               70%
                        80%
                               35%
                                      35%
                                              35%
                                                    35%
Slow
       Stop
              Reflect
                       Doom
                             |Slow Pet|
                                      Float
                                            Confuse
                        35%
                              70%
                                      35%
 35%
       35%
               35%
                                              20%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Fire, Thunder, Blizzard, Scan
                                     |DEVOUR: Cannot Devour
     Lvl 20-29: Fira, Thundara, Blizzara, Scan
     Lvl 30+: Firaga, Thundaga, Blizzaga, Dispel
STEAL LIST: 50% | Card Common: --- | Card Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                           |~4.7% chance:
1-19|1x Tent
                1x Tent
                              1x Cottage
                                           1x Cottage
|20-29|1x Tent
                |1x Cottage
                             1x Cottage
                                           1x Cottage
30+|1x Cottage
                |1x Cottage
                             1x Cottage
                                           1x Cottage
DROPS LIST: 59.375%
                |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                           |~4.7% chance:
1-19|2x Potion
                 | 1x Phoenix Down | 8x Shotgun Ammo
                                           1x Cottage
|20-29|1x Potion
                 |1x Phoenix Down |1x Hi-Potion
                                           1x Cottage
 30+|3x Potion
                |1x Hi-Potion | 1x Cottage
                                           1x Cottage
Scan Info: An officer acting together with Galbadian soldiers. Defeat him
first, before he uses recovery magic on the other soldiers.
______
```

[Change Status, 1 Ally, Inflicts Shell]

Shell

```
Location(s): 1. Dollet (Mountain Hideout).
 Attacks: {Machine Gun} [Physical Attack, 1 Target]
                    [Physical Attack, 1 Target]
   ----- {Charge}
        Meltdown
                    [Magical Attack, 1 Target, Inflicts Vit0]
                    [Magical Recovery, 1 Ally, Restores HP]
        Cure
                    [Magical Recovery, 1 Ally, Restores HP]
        Cura
                    [Magical Recovery, 1 Ally, Restores HP]
        Curaga
                    [Change Status, 1 Ally, Inflicts Protect]
        Protect
                    [Change Status, 1 Ally, Inflicts Shell]
        Shell
                    [Change Status, Only on GIM52A, Inflicts Aura]
        Aura
                    [Change Status, 1 Ally, Inflicts Reflect]
        Reflect
Battle Notes: Elite Soldier's Max Level in D-District Prison is Level 70.
' ------
.========.
|Name: Elnoyle |
                                                     FLYING ENEMY
Level Range: 1-100
                  | HP Range: 30421-82000
                                      | AP: 18 | EXP: 220 (+20)
HP:
             | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
                           11
                                    64
        30421
                  64
                                            81
                                                    10
        34300
                           17
  10
                  82
                                    81
                                            90
                                                    11
  20
       38800
                 101
                           25
                                   101
                                           100
                                                    11
  30
       43500
                 120
                           32
                                   120
                                           110
                                                    12
                                           120
  40
        48400
                 139
                           39
                                   138
                                                    13
       | 53500
                           47
                                   157
  50
                 158
                                           130
                                                   13
                 177
                                   176
  60
       58800
                           54
                                           140
                                                    14
                                                            2
       64300
  70
                 196
                           61
                                   195
                                           150
                                                   14
                                                            2
                           69
  80
        70000
                 214
                                   213
                                           160
                                                    15
                                                            2
        75900
                 233
                           76
                                   231
                                            170
                                                    16
  90
                 251
                                   250
  100
        82000
                           83
                                            180
                                                    16
         Ice:
              |Lightning: |
                          Earth:
                                  Poison:
                                           Wind:
                                                  Water:
                          [Imm]
                                            [2x]
                                 |Silence |
       | Poison | Petrify
                       Darkness
                                         Berserk Zombie
                                                          Sleep
  20%
         30%
                           20%
                                                    20%
                                                           20%
        Stop
               Reflect
                                 |Slow Pet|
 Slow
                          Doom
                                           Float
                                                  Confuse
         50%
  50%
                100%
                           20%
                                  1%
 Vit0: Yes | Blow Away: Yes | Gravity: No | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-29: Pain, Double
                                      | DEVOUR: Cannot Devour
      Lvl 30-39: Pain, Double
                                             Cannot Devour
         40+: Pain, Double, Holy
                                             Cannot Devour
                  | Card Common: Elnoyle | Card Rare: Catoblepas
STEAL LIST: 25%
Lv1: |~69.5% chance:
                   |~20% chance:
                                  |~5.8% chance:
                                                |~4.7% chance:
1-29|1x Moon Stone
                   |1x Moon Stone
                                  1x Moon Stone
                                                 2x Moon Stone
30-39|1x Moon Stone
                   |1x Moon Stone
                                  2x Moon Stone
                                                 2x Moon Stone
 40+|2x Moon Stone
                  2x Moon Stone
                                  |4x Moon Stone
                                                 4x Moon Stone
_______
DROPS LIST: 50%
                   |Card Drop: Elnoyle
Lvl: |~69.5% chance:
                   |~20% chance:
                                  |~5.8% chance:
                                                 |~4.7% chance:
 1-29 6x Wizard Stone
                   |6x Wizard Stone
                                  1x Moon Stone
                                                 2x Moon Stone
```

```
30-39|8x Wizard Stone |1x Moon Stone |1x Energy Crystal|2x Energy Crystal
 40+|2x Energy Crystal|2x Energy Crystal|3x Energy Crystal|4x Energy Crystal
Scan Info: A powerful monster. Uses magic, but also uses Tail Needle, which
causes heavy damage.
Location(s): 1. Esthar City Crossroads [Fixed Encounter] (after Lunar Cry)
         2. Ultimecia Castle (Chapel)
             [Physical Attack, 1 Target, Can also use as Counterattack]
Attacks: {Swipe}
              VS Physical Attacks]
      Tail Needle [Physical Attack, 1 Target, 100% Critical]
      Storm Breath [Magical Attack, All Targets, Used every 6th turn]
      Dispel [Change Status, 1 Target, Removes good statuses]
          [Change Status, 1 Target, Inflicts Silence, Poison, Darkness]
      Death [Change Status, 1 Target, Inflicts Death]
      Holy [Magical Attack, 1 Target, Holy Elemental]
      Meteor [Magical Attack, 10 hits]
Battle Notes: In the Japanese Version, Elnoyle's HP Range is 30968-159000.
| FLYING ENEMY | {BOSS-4}
|Name: Elvoret |
Level Range: 1-11 | HP Range: 1563-3523 | AP: 10 | EXP: 0
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
                     2
                            10 |
  1
       1563
             17
                                 127
                                        8
      3300
              27
                            27
                                 130
                                        10
       3523
              28
                           28
                                 130
Fire: | Ice: |Lightning: | Earth: | Poison: | Wind: | Water: |
          [ ] [ Imm ]
                         [Imm]
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie |
                                             Sleep
                     60%
           Reflect
                         |Slow Pet|
                                 Float
Slow
     Stop
                    Doom
                                      Confuse
                                             Drain
 90%
            100%
VitO: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW LIST: Lvl 1-11: Thunder, Cure, Double, Siren
STEAL LIST: 25% | Card Common: --- | Card Rare: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                     ~4.7% chance:
1-11|6x G-Returner
              6x G-Returner
                         6x G-Returner
                                     6x G-Returner
DROPS LIST: 100%
              |Card Drop: ---
1-11|3x G-Returner | 4x G-Returner | 5x G-Returner
                                     6x G-Returner
Note: The battle gives an additional 100% Drop: Weapons Mon Mar.
|------|
Scan Info: A monster that lives in the abandoned Dollet Communication Tower.
No one knows where it came from. [Fly Monster]
```

```
Location(s): 1. Dollet Communications Tower.
 Attacks: {Swipe} [Physical Attack, 1 Target]
 ----- Storm Breath [Magical Attack, All Targets, Used every 3rd turn]
                [Magical Attack, 1 Target, Lightning Elemental]
       Thunder
                 [Magical Attack, 1 Target, Fire Elemental]
       Fire
.==========.
|Name: Esthar Soldier | (Human)
Level Range: 1-100 | HP Range: 98-4890 | AP: 1 | EXP: 20 (+3)
HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
         98
  10
        210
                13
                        2
                                8
  20
        410
                22
                                16
                                              9
  30
        690
                32
                                24
                                      8
                                             10
        1050
                41
                               31
                                      10
                                                     5
  40
                        4
                                             12
  50
       1490
               50
                                39
                                      11
                                             13
                                                     6
                59
                                      12
  60
        2010
                                46
                                             15
                                                     R
  70
        2610
                68
                        6
                                54
                                      13
                                             17
                                                    9
                77
  80
        3290
                                61
                                      15
                                             19
                                                    10
  90
        4050
                85
                                68
                                      16
                                             20
                                                    11
 100
        4890
                93
                                75
                                      17
                                             22
|Lightning:|
                       Earth:
                             | Poison: |
                                     Wind:
                                           | Water: |
                             [2x]
Death | Poison | Petrify | Darkness
                             |Silence | Berserk | Zombie |
                                                   Sleep
 70%
        80%
               70%
                        80%
                               80%
                                      60%
                                              70%
                                                    80%
Slow
                             |Slow Pet|
      Stop
             Reflect
                                     Float
                                            Confuse
                       Doom
 90%
       50%
                             70%
               100%
                        80%
                                     100%
                                             60%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Fire, Thunder, Blizzard, Cure
                                     DEVOUR: Cannot Devour
     Lvl 20-29: Fira, Thundara, Blizzara, Cura
     Lvl 30+: Firaga, Thundaga, Blizzaga, Curaga
STEAL LIST: 50%
                Card Common: ---
                                     Card Rare: ---
Lvl: |~69.5% chance:
                |~20% chance: |~5.8% chance:
                                          |~4.7% chance:
1-19|1x Potion
                 1x Potion
                             1x Potion
                                           1x Potion
|20-29|1x Potion
                 2x Potion
                              2x Potion
                                           2x Potion
 30+|1x Hi-Potion
                1x Hi-Potion
                             |1x Hi-Potion
                                           |1x Hi-Potion
DROPS LIST: 50%
                 |Card Drop: ---
Lvl: |~69.5% chance:
                |~20% chance:
                             |~5.8% chance: |~4.7% chance:
                1x Potion
1-19|1x Potion
                              |1x Phoenix Down
                                          |1x Phoenix Down
|20-29|1x Potion
                1x Potion
                             1x Phoenix Down
                                           |1x Phoenix Down
 30+|1x Potion
                |1x Hi-Potion
                             | 1x Phoenix Down | 1x Phoenix Down
Scan Info: Esthar soldier who uses both gun and sword. Shotgun attack can
cause major damage. Not a strong enemy.
Location(s): 1. Laguna Dream #2: Lunatic Pandora.
______
```

```
Attacks: {Strike} [Physical Attack, 1 Target]
 ----- Shotgun [Physical Attack, 1 Target]
|Name: Esthar Soldier | (Cyborg)
Level Range: 1-100 | HP Range: 163-7950
                                     | AP: 1
                                            EXP: 30 (+3)
| Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
 Level: |
         HP:
         163
                         44
                                         31
                                  6
                 21
                                 18
  10
         345
                         44
  20
         670
                         44
                                 31
                                         41
                                               14
                49
                                                       2
  30
        1125
                         44
                                 44
                                         46
                                               18
  40
        1710
                63
                         45
                                 57
                                         52
                                               22
                76
                         45
                                         57
  50
        2425
                                 69
                                               26
                                                       3
                        45
  60
        3270
                89
                                 82
                                         63
                                               30
                                                       3
  70
        4245
                102
                        46
                                 94
                                         68
                                               34
                                                       4
        5350
                115
                         46
  80
                                107
                                         74
                                               38
  90
        6585
                128
                         46
                                119
                                         79
                                               42
                140
  100
        7950
                         47
                                131
                                         85
                                               46
Fire:
        Ice:
             |Lightning: |
                        Earth:
                              Poison:
                                       Wind:
                                              Water:
                [2x]
                                [2x]
       Poison | Petrify
                     Darkness
                              |Silence | Berserk | Zombie
 Death
                                                     Sleep
                                100%
                 1%
                         80%
       Stop
 Slow
              Reflect
                              |Slow Pet|
                                       Float
                                              Confuse
                        Doom
                                                     Drain
 90%
        20%
                100%
                               10%
 Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Fire, Thunder, Blizzard
                                       | DEVOUR: Cannot Devour
     Lvl 20-29: Fira, Thundara, Blizzara
          30+: Firaga, Thundaga, Blizzaga
STEAL LIST: 50%
                 |Card Common: ---
                                       Card Rare: ---
Lvl: |~69.5% chance:
                 |~20% chance:
                               |~5.8% chance:
                                            |~4.7% chance:
1-19|1x Phoenix Down
                 | 1x Phoenix Down | 1x Phoenix Down
                                             1x Phoenix Down
20-29|2x Phoenix Down |2x Phoenix Down |2x Phoenix Down
                                            |2x Phoenix Down
 30+|2x Phoenix Down |2x Phoenix Down |2x Phoenix Down
                                             2x Phoenix Down
______
DROPS LIST: 50%
                 |Card Drop: ---
Lvl: |~69.5% chance:
                 ~20% chance:
                               |~5.8% chance:
                                             |~4.7% chance:
1-19 2x Potion
                 | 1x Phoenix Down | 1x Tent
                                             |1x Cottage
|20-29|2x Potion
                 | 1x Phoenix Down | 1x Tent
                                             |1x Cottage
 30+|2x| Potion
                 1x Hi-Potion
                               1x Tent
                                            1x Cottage
Scan Info: A cyborg in the form of an Esthar soldier, but far stronger. It
only uses physical attacks.
Location(s): 1. Laguna Dream #2: Lunatic Pandora.
______
Attacks: {Strike} [Physical Attack, 1 Target]
    ---- Shotgun [Physical Attack, 1 Target]
       Blizzara [Magical Attack, 1 Target, Ice Elemental]
              [Magical Attack, 1 Target, Damage = 25% of Current HP]
```

```
Death [Magical Attack, 1 Target, Inflicts Death]
Soul Crush [Physical Attack, Reduces HP to 1]

Boomerang Sword [Physical Attack, All Targets, 100% Hit,

Only uses {Punch} after this attack]

{Punch} [Physical Attack, 1 Target]
```

.=========. |Name: Fake President | {BOSS-9} Level Range: 1-12 | HP Range: 52-778 | AP: 0 | EXP: 0 Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: | 26 46 51 10 610 23 50 37 55 51 40 12 778 27 57 Ice: |Lightning: | Earth: | Poison: | Wind: | Water: | [2x][2x] Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep 100% 80% Slow Stop | Reflect | Doom |Slow Pet| Float Confuse 20% 90% 100% 10% Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: Yes | The End: Yes ______ DRAW: Lvl 1-12: Cure DEVOUR: Cannot Devour ------STEAL LIST: ---Card Common: ---| Card Rare: ---DROPS LIST: ---|Card Drop: ---______ Scan Info: President Deling's double. Attacks in a strange way, but not very strong. However... |------Location(s): 1. Forest Owls Train. Attacks: {Knaw} [Physical Attack, 1 Target] '------

.========.

|Name: Fastitocalon |

1=======	=======	=====0=====	:=======	=======	າ======	າ======	======= .
Level Ra	ange: 1-10	00 HP Ra	HP Range: 215-9200			EXP: 60	(+10)
=======)======)=======)=======)======	o======		
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	215	6	40	36	58	3	5
10	425	16	43	50	60	5	6
20	800	27	46	65	62	7	7
30	1325	38	50	80	64	8	8
40	2000	49	53	95	66	10	9
50	2825	59	56	110	68	11	10
60	3800	70	60	124	70	13	11
70	4925	80	63	138	72	15	12
80	6200	90	66	153	74	17	13
90	7625	100	70	167	76	18	14

100	9200	110	73	181	78	20	15		
Fire: [0.8x]	[]	Lightning: [2x]	o=====================================	Poison: []	Wind: []	Water: [-1x]	o======= Holy:		
Death 70%	Poison 80%	J Petrify 70% 	J Darkness 80% 	Silence	Berserk 60% 	Zombie 70% 	Sleep 		
Slow 90%	Stop 50%	 Reflect 100%	 Doom 80%	 Slow Pet 70%	 Float 	Confuse 60%	Drain		
			Gravity:						
DRAW: La	DRAW: Lvl 1-19: Blizzard, Sleep, Scan DEVOUR: Delicious!!! Lvl 20-29: Blizzara, Sleep, Scan Delicious!!! Lvl 30+: Blizzaga, Scan, Water Delicious!!!								
STEAL LIST: 50% Card Common: Fastotocalon Card Rare: Tonberry King									
1-19 1x 20-29 4x 30+ 8x =======	Lv1: ~69.5% chance: ~20% chance: ~5.8% chance: ~4.7% chance: 1-19 1x Water Crystal 1x Water Crystal 1x Water Crystal 1x Water Crystal 20-29 4x Water Crystal 4x Water Crystal 4x Water Crystal 4x Water Crystal 30+ 8x Water Crystal 8								
Lvl: ~69 1-19 3x 20-29 8x 30+ 3x ====0==	0.5% chand Fish Fin Fish Fin Fish Fin	ce:	chance: chance: ater Crystal ater Crystal ater Crystal	~5.8% ch 2x Waten 4x Waten 4x Waten	nance: Crystal Crystal Crystal	~4.7% cha 8x Fish I 8x Fish I 8x Fish I	ance: Fin Fin Fin =======		
theory s	says that	it may be a		_			į		
Location	n(s): 1. V	Worldmap: D:	======== ingo Desert	(D-Distric	ct Prison I	Desert)	į		
Attacks: {Underground Attack} [Physical Attack, 1 Target] {Out of the sand} [Pops out of the sand, Defenses are lowered] {Flying Attack} [Physical Attack, 1 Target] Sand Storm [Magical Attack, All Targets]									
Battle Note: After Fastitocalon pops out of the sand, it is Immune to Earth.									
.======		===.							

|Name: Fastitocalon-F |

========	=======	=====0======	:=======:	=======)=======)=======	======.
Level Ra	ange: 1-10	00 HP Ra	AP: 1	EXP: 60	(+10)		
======	=======================================		====0===========)======)======)======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	215	6	40	36	58	3	5
10	425	16	43	50	60	5	6
20	800	27	46	65	62	7	7
30	1325	38	50	80	64	8	8
40	2000	49	53	95	66	10	9
50	2825	59	56	110	68	11	10
60	3800	70	60	124	70	13	11
70	4925	80	63	138	72	15	12
80	6200	90	66	153	74	17	13
90	7625	100	70	167	76	18	14

100	9200							15
=====================================)====== Ice:	Lightning: Earth: Poison: Wind: Water					,)====== Holy:
[0.8x]	[]	[2x] [2.5x/Imm]*			1015011.		Water: [-1x]	
=======================================)======()=====	====()========()=======)======())======() -====================================
Death	Poison	Petri	Petrify Darkness Silence Berserk Zombie					Sleep
70%	80%	70%		80%	80%	60%	70%	
Slow							Drain	
906 '	50% '	100 '	ъ 		/U6 ''		006 '	1006
				Gravity: Y				
!				======================================	=======		======= : Tastes (
				Sleep, Scan			Tastes (- '
L ₁				Scan, Water			Tastes of	
 =======				==========	=======	' :=====::		-
STEAL LIST: 50% Card Common: Fastotocalon-F Card Rare:								
=====0===		i	====:		=0======	=======================================)======	======
	9.5% chan			chance:	~5.8% ch		~4.7% cha	
	Fish Fin			ish Fin	2x Fish		2x Fish E	
	Fish Fin			ish Fin	4x Fish		4x Fish B	
	Fish Fin			ish Fin	8x Fish		8x Fish B	
DROPS LIST: 75% Card Drop: Fastitocalon-F						======== 		
Lvl: ~69				chance:	~5.8% ch		~4.7% cha	
	Fish Fin			ish Fin	2x Fish		3x Fish B	
	Fish Fin Fish Fin			ish Fin		Crystal		
				ish Fin ========		Crystal	!	
				in the grou				
	says that				21101 01111	0110 1111 00	21 20 2001	
=======		=====	====:			:=====::	=======	
Location	n(s): 1. T	Worldma	p: Ba	alamb Beach.				- 1
							=======	======
Attacks:				c} [Physical			_	
	- {Out of						ses are lo	owered]
 	{Flying	Attack	}	[Physical	Attack, I	[Target]		
1								
Batt <u>le</u>	Note: Afte	er Fast	itoca	alon-F pops (out of the	sand, it	's Immune	to Earth.
.======= x								
Name: For								EAD ENEMY
	======= ange: 1-1(======== ange: 221-221)======= AP: 4)======== EXP: 85	
	_)=====================================	'		<u>.</u>	
Level:	HP:			Vitality:		Spirit:	Speed:	Evasion:
1 221 14 25 1 200 11 2								
10 1400 28 26 14 201 15 4						4		
20 2900 43 27 28 202 20 6						6		
30 4600 59 28				28	41	203	25	7
40	6500	74		30	54	205	30	9
50	8600	89		31	68	206	35	10
60	10900	104		32	81	207	40	12
7.0	12400	110		2.2	0.4	0.00	4.5	7.4

```
100
       22100
              163
                      37
                             133
                                    212
                                                19
                                          60
|Lightning: |
                     Earth:
                            Poison:
                                   Wind:
                                         Water:
                             [Imm]
              [2x]
 [2x]
| Poison | Petrify | Darkness
                           |Silence | Berserk | Zombie
 100%
                                                70%
      Stop
                           |Slow Pet|
Slow
            Reflect
                     Doom
                                   Float
                                         Confuse
                                                Drain
 90%
       20%
              100%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: No!
DRAW: Lvl 1-19: Zombie
                                   DEVOUR: It's rotten...
    Lvl 20-29: Zombie, Blind, Stop
                                         It's rotten...
        30+: Zombie, Blind, Stop, Death
                                         It's rotten...
STEAL LIST: 50%
               |Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                        |~4.7% chance:
1-19|1x Dead Spirit
               |1x Dead Spirit
                           |1x Dead Spirit
                                        |1x Dead Spirit
20-29 2x Dead Spirit
               2x Dead Spirit
                           2x Dead Spirit
                                        2x Dead Spirit
                           |3x Dead Spirit
 30+|3x Dead Spirit
               3x Dead Spirit
                                        |3x Dead Spirit
|-----
DROPS LIST: 100%
               |Card Drop: Forbidden
Lvl: |~69.5% chance:
               |~20% chance:
                           ~5.8% chance:
                                       |~4.7% chance:
1-19|1x Betrayal Sword|1x Dead Spirit | 1x Zombie Powder | 2x Zombie Powder
20-29|2x Dead Spirit |3x Zombie Powder |1x Curse Spike
                                        2x Curse Spike
 30+|2x Curse Spike |5x Zombie Powder |3x Curse Spike
                                        |1x Force Armlet
Scan Info: Undead soldier. Not afraid of death. Its death blow kills enemies
with 1 hit.
Location(s): 1. Centra Ruins.
______
Attacks: {Sword Slash} [Physical Attack, 1 Target]
 ----- Thrust
                [Physical Attack, 1 Target, 100% Critical]
       Double Sword [Physical Attack, 1 Target]
       Death
                [Change Status, 1 Target, Inflicts Death]
      Blind
                [Change Status, 1 Target, Inflicts Blind]
                [Change Status, 1 Target, Inflicts Sleep]
      Sleep
      Silence
                [Change Status, 1 Target, Inflicts Silence]
                [Change Status, 1 Target, Inflicts Stop]
      Stop
       {Change Stance} [Done when below 15% of Max HP, Only uses Iai Blow]
                 [Physical Attack, 1 Target, Inflicts Death]
       Iai Blow
.=======.
                                             {BOSS-29}
|Name: Fujin | (1st time)
Level Range: 1-29
             | HP Range: 300-8700
                                 | AP: 10 | EXP: 0
```

| Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: Level: HP: 300 23 6 8 121 15 10 3000 39 27 11 10 10 128 18 6000 57 15 48 136 20 12 20 29 8700 72 20 67 144 22

```
Fire:
         Ice:
              |Lightning: |
                         Earth:
                                 Poison:
                                         Wind:
                                                 Water:
                                                         Holy:
                                 [1.5x]
                                         [-1x]
Petrify
                                Silence
 Death
        Poison
                        Darkness
                                        Berserk
                                                 Zombie
                                                         Sleep
                                                          60%
 Slow
               Reflect
                                 Slow Pet
                                                 Confuse
        Stop
                         Doom
                                         Float
                                                         Drain
 60%
                 100%
                                                         40%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Aero, Cura, Life, Pandemona
                                        | DEVOUR: Cannot Devour
     Lvl 20-29: Aero, Cura, Life, Pandemona
STEAL LIST:
                  |Card Mod Common: ---
                                        | Card Mod Rare: ---
~4.7% chance:
Lvl: |~69.5% chance:
                  |~20% chance:
                                |~5.8% chance:
1-19|1x Megalixir
                  |1x Megalixir
                                1x Hero
                                               1x Hero
20-29 | 1x Megalixir
                  |1x Megalixir
                                1x Hero
                                               1x Hero
______
DROPS LIST:
                   |Card Drop: ---
Lv1: |~69.5% chance:
                  |~20% chance:
                                |~5.8% chance:
                                               |~4.7% chance:
1-19|1x Megalixir
                  |1x Megalixir
                                |1x Megalixir
                                               |1x Megalixir
20-29|1x Megalixir
                  1x Megalixir
                                |1x Megalixir
                                               |1x Megalixir
Scan Info: Looking for Ellone under Seifer's command. Uses wind magic and
attacks with Pinwheel.
Location(s): 1. Balamb Hotel (Disc 2).
Attacks: Aero
                [Magical Attack, 1 Target, Wind Elemental]
                [Magical Attack, 1 Target, Wind Elemental]
 ---- Tornado
        Zan
                [Physical Attack, 1 Target]
        Sai
                [Physical Attack, 1 Target, Reduces HP to 1, 100% Hit]
                [Item, Removes negative statuses]
        Hi-Potion [Item, Restores 1000 HP, Used on Self when low on HP]
.========.
|Name: Fujin | (2nd time)
                                                      {BOSS-39}
| HP Range: 5300-17900
Level Range: 1-43
                                       | AP: 8
                                              EXP: 0
Level:
               Strength: | Vitality: | Magic: | Spirit: | Speed: |
         HP:
                                                       Evasion:
                          31
                                          121
                                                  30
         5300
                  24
                                    8
                                                          10
  10
         8000
                  43
                          37
                                   27
                                                  33
                                                          11
                                          128
        11000
                          44
  20
                  63
                                   48
                                          136
                                                  35
                                                          12
  30
        14000
                  83
                                   69
                                          145
                                                  38
                                                          14
        17000
                                   90
  40
                 103
                          58
                                          153
                                                  40
                                                          14
        17900
  43
                  109
                          61
                                   97
                                          155
                                                          15
                                                  41
  Fire:
         Ice:
              |Lightning: |
                         Earth:
                                | Poison:
                                         Wind:
                                                Water:
                                                         Holy:
                                [1.5x]
                                         [-1x]
                        Silence
 Death
        Poison
               Petrify
                       Darkness
                                        Berserk
                                                Zombie
                                                         Sleep
                                                         50%
               Reflect
                                         Float
 Slow
        Stop
                                 Slow Pet
                                                Confuse
                                                         Drain
                         Doom
  40%
                                                         70%
                 10%
                                  ___
```

```
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
______
 DRAW: Lvl 1-19: Aero, Cure, Life
                                     | DEVOUR: Cannot Devour
     Lvl 20-29: Aero, Cura, Life
         30+: Aero, Curaga, Full-life, Tornado
                 | Card Mod Common: ---
STEAL LIST:
                                     | Card Mod Rare: ---
Lvl: |~69.5% chance:
                 |~20% chance:
                             |~5.8% chance:
                                            |~4.7% chance:
1-19|2x Megalixir
                 |2x Megalixir
                              2x Megalixir
                                            2x Megalixir
20-29 | 2x Megalixir
                 2x Megalixir
                              2x Megalixir
                                            2x Megalixir
 30+|2x Megalixir
                 2x Megalixir
                             |2x Megalixir
                                            2x Megalixir
DROPS LIST:
                 |Card Drop: ---
Lvl: |~69.5% chance:
                |~20% chance:
                             ~5.8% chance:
                                            |~4.7% chance:
1-19|1x Megalixir
                 1x Megalixir
                              1x Megalixir
                                            |1x Megalixir
20-29|1x Megalixir
                 |1x Megalixir
                              1x Megalixir
                                            |1x Megalixir
 30+|1x Megalixir
                 |1x Megalixir
                             |1x Megalixir
                                            |1x Megalixir
Scan Info: Assisting Seifer inside Lunatic Pandora. Uses support magic, as
well as attack magic.
______
Location(s): 1. Lunatic Pandora (Disc 3).
______
 Attacks: Tornado [Magical Attack, 1 Target, Wind Elemental]
 ----- Meteor [Magical Attack, 10 hits]
             [Physical Attack, 1 Target, 100% Hit]
       Zan
             [Physical Attack, 1 Target, Reduces HP to 1, 100% Hit]
       Sai
       Metsu [Physical Attack, All Targets, 100% Hit]
             [Change Status, 1 Target, Inflicts Silence, Poison, Darkness]
       Pain
            [Change Status, 1 Ally, Inflicts Haste]
       Haste
            [Change Status, 1 Ally, Inflicts Regen]
       Regen
             [Change Status, 1 Ally, Removes negative statuses]
       Esuna
             [Change Status, 1 Target, Inflicts Slow]
       Slow
       Confuse [Change Status, 1 Target, Inflicts Confuse]
             [Change Status, 1 Target, Inflicts Blind]
_______
.========.
|Name: Funguar |
```

=======		=====0=====	:========	=======)=======)======	========
Level Ra	ange: 1-1	.00 HP Ra	ange: 303-21	AP: 1	EXP: 20	(+3)	
=======	>======	0=======)=======	0======)=======)======)=======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	303	5	2	1	2	2	0
10	345	11	6	8	6	3	0
20	420	18	12	16	12	3	1
30	525	24	17	24	17	4	1
40	660	30	23	31	23	5	2
50	825	36	28	38	28	5	2
60	1020	42	34	45	34	6	3
70	1245	47	39	52	39	6	3
80	1500	52	45	59	45	7	3
90	1785	57	50	66	50	8	4
100	2100	62	56	72	56	8	4
========)======	0=====)======================================)=======)=========)=====================================)======
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:

=======)======()=======	0========	0======()=======)======()======
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep
100%	80%	70%				70%	
Slow 90%	Stop 50%	Reflect 100%	Doom 80%	Slow Pet 70%	Float '	Confuse 60%	Drain 100%
906 	506 	100% 	00% '	/0% !	 '	00% '	100%
			Gravity: `				
!		Sleep, Sca					e anything
L7	71 20-29:	Sleep, Sca	n, Silence		i i	Tastes a	wful!!!
Lt	71 30+:	Sleep, Sca	n, Silence, (Confuse	1	Barfb	wahhh!!!
=======			========	======:		======:	=======
STEAL LI			Common: Fung	9		are: Wedge	. 22
	======= 9.5% chanc		======== chance:	=0====== ~5.8% cl		~4.7% cha	
	Sleep Pov		leep Powder			1.70 em 1x Sleep	
	Sleep Pov		leep Powder	2x Sleer		2x Sleep	
30+ 6x	Sleep Pov	wder 6x S	x Sleep Powder 6x Sleep Powder 6x Sleep Pow				
======			========	======	=======	======	======
DROPS LI			Drop: Fungua				
	======= 9.5% chanc		======== chance:	=0====== ~5.8% cl		o======= ~4.7% cha	
	M-Stone I		-Stone Piece			~4.7% CHA 1x Sleep	
	Magic Sto		agic Stone			2x Sleep	
	Wizard St		leep Powder	3x Sleer		4x Sleep	
=====0===		======	========	=0======	=======================================)======:	=======
		nt walking	mushroom. Us	es status	change at	tacks with	n damage
attacks.							
			======================================			======:	=======
			ashberry Pla: =======			=======	========
			Attack, 1 Ta:				
	- Demi		ttack, 1 Tar				HP]
	Fire	[Magical A	ttack, 1 Tar	get, Fire	Elemental]	
	Bio		ttack, 1 Targ	_			
			atus, 1 Targo			e]	
	Sleep		atus, 1 Targ				
'=======	========	=======	========	=======	=======	======:	======='

.========. |Name: G-Soldier |

Level Ra	ange: 1-1	.00 HP Ra	HP Range: 45-3040			EXP: 20	(+3)
=======)======	:0=======)=======	0======)=======)======)======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	45	3	1	1	2	5	0
10	115	11	2	8	3	6	1
20	240	18	3	16	4	6	2
30	415	26	4	24	5	7	3
40	640	33	6	31	7	8	3
50	915	40	7	39	8	9	4
60	1240	47	8	46	9	9	5
70	1615	54	9	54	10	10	6
80	2040	61	11	61	12	11	7
90	2515	67	12	68	13	11	8
100	3040	73	13	75	14	12	8
=======)======	:0=======)========	0======)=======	D=======)=======
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:

=======)======()=======	0========	0======)=======)======C)======
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep
70%	80%	70%	80%	80%	60%	70%	80%
ii						i 	i
Slow	Stop	Reflect	Doom	 Slow Pet	Float	 Confuse	Drain
90%	50%	100%	80%	70%	100%	60%	100%
ji				· •	' '	;;	
			Gravity: Ye				
			der, Blizzaro				
			dara, Blizza				
L			undaga, Bliz:		aga		
=======			==========			=======	=======
	IST: 50%		Common:			Rare:	
			 chance:				
	Potion		otion		nix Down	!	
20-29 1x			Phoenix Down 1x Hi-Potion			<u>l</u>	
	Hi-Potion		Phoenix Down 2x Phoenix Down				
			======================================				
DROPS LI			Drop:				
		ce: ~20%			 nance:		
1-19 1x			otion	8x Norma		1x Phoeni	
20-29 1x			otion		nix Down	!	
	Potion		otion			2x Phoeni	
			=========			'	
			r that uses m				
			ny SeeD membe				
			=========		========	==== <u>===</u>	=======
		D-District :					
			=======================================		=======		=======
			sical Attack				
			cal Attack, :			entall	
	Fira		cal Attack, i	<i>.</i>			
'=======			======================================				=======

Name: Gar	Name: Gargantua {BOSS-49}								
Level Ra	ange: 1-5	4 HP Ra	ange: 10100-1	 15400	AP: 30	EXP: 0	 		
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	 Evasion:		
1	10100	26	180	5	0		0		
10	11000	41	180	37	0	28	1		
20	12000	57	180	70	0	30	1		
30	13000	76	180	100	0	32	2		
40	14000	89	180	127	0	34	2		
50	15000	104	180	151	0	35	3		
54	15400	111	180	160	0	36	3		
=======)======	0=======)=======)======)======()======c)======		
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:		
[]	[[]	[]	[]	[]	[]	[]	[]		
=======)======	0========)========	D======)=======()======c)======		
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep		
 Slow	 Stop	 Reflect	 Doom	 Slow Pet	Float	 Confuse	 Drain		
	<u>scop</u>	Kellect 				Conruse 			

```
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
 DRAW: Lvl 1-19: Bio, Quake, Reflect, Cerberus
                                          | DEVOUR: Cannot Devour
      Lvl 20-29: Bio, Ouake, Reflect, Cerberus
           30+: Bio, Quake, Reflect, Cerberus
 STEAL LIST: ---
                   |Card Mod Common: ---
                                          Card Mod Rare: ---
______
DROPS LIST: 100%
                   |Card Drop: ---
Lvl: |~69.5% chance:
                   |~20% chance:
                                 |~5.8% chance:
                                                  |~4.7% chance:
                   | 1x Magic Armlet | 1x Magic Armlet
1-19|1x Magic Armlet
                                                  1x Magic Armlet
20-29|1x Magic Armlet |1x Magic Armlet |1x Magic Armlet
                                                 |1x Magic Armlet
  30+|1x Magic Armlet |1x Magic Armlet |1x Magic Armlet
                                                 |1x Magic Armlet
Scan Info: A large monster, but it mainly uses magic to attack. Physical
attacks anger it, and may counter-attack.
 Location(s): 1. Ultimecia's Castle (Armory).
 Attacks: Counter Twist [Physical Attack, 1 Target, 100% Counter VS Physical
                     Attacks, 100% Critical Hit]
        {Punch}
                    [Physical Attack, 1 Target, 100% Critical]
        Evil-eye
                    [Magical Attack, All Targets, Inflicts Slow + Curse]
        Demi
                    [Magical Attack, 1 Target, Damage = 25% of Current HP]
        Ouake
                    [Magical Attack, All Targets, Earth Elemental]
                    [Change Status, 1 Target, Inflicts Berserk]
        Berserk
        Silence
                    [Change Status, 1 Target, Inflicts Silence]
_______
.========.
Name: Gayla
                                                      FLYING ENEMY
Level Range: 1-100
                  | HP Range: 1021-13000
                                         AP: 2
                                                 EXP: 30 (+5)
Level:
              | Strength: | Vitality: | Magic: | Spirit: | Speed: |
          HP:
                                                          Evasion:
          1021
                            15
                                             34
                                                     10
                                     17
  10
          1300
                  14
                            2.0
                                             40
                                                     13
                                                             2
  20
          1800
                  24
                            25
                                     29
                                             48
                                                     15
  30
          2500
                  33
                            30
                                     39
                                             54
                                                     18
                                                             4
                  42
  40
          3400
                                     50
                                             62
                                                     20
                                                             4
                  51
                                             69
  50
          4500
                            40
                                     61
                                                     23
  60
          5800
                  59
                            45
                                     71
                                             76
                                                     25
                                                             6
  70
          7300
                  68
                            50
                                     82
                                             83
                                                     28
                                                             7
                                     92
                                             91
  80
          9000
                  76
                            55
                                                     30
                                                             8
  90
         10900
                                                             9
                  84
                            60
                                    102
                                             98
                                                     33
         13000
                  93
                            65
                                    112
                                            105
                                                     35
  Fire:
         Ice:
              |Lightning: |
                           Earth:
                                   Poison:
                                           Wind:
                                                   Water:
                                                           Holy:
                           [Imm]
                                            [x2]
                                  Silence
 Death
        Poison
                Petrify
                         Darkness
                                           Berserk
                                                   Zombie
                                                           Sleep
  70%
         80%
                  70%
                            80%
                                    80%
                                            60%
                                                     70%
 Slow
                Reflect
                                  |Slow Pet|
        Stop
                                           Float
                                                   Confuse
                                                           Drain
                           Doom
  90%
         50%
                  100%
                            80%
                                    70%
                                                            100%
 Vit0: Yes | Blow Away: Yes
                        | Gravity: Yes
                                     LV Up/Down: Yes | The End: Yes
```

```
DRAW: Lvl 1-19: Sleep, Thunder
                                       |DEVOUR: Delicious!!!
     Lvl 20-29: Sleep, Thundara
                                              Delicious!!!
     Lvl 30+: Sleep, Thundaga, Meltdown
                                              Delicious!!!
______
STEAL LIST: 50%
                | Card Common: Gayla
                                       | Card Rare: Gerogero
|====0=======0======|======|=====|
|\text{Lv1: }| \sim 69.5\% chance: |\sim 20\% chance: |\sim 5.8\% chance: |\sim 4.7\% chance:
1-19|1x Mystery Fluid |1x Mystery Fluid |1x Mystery Fluid |1x Mystery Fluid
20-29|1x Mystery Fluid |1x Mystery Fluid |2x Mystery Fluid |2x Mystery Fluid
 30+|3x Mystery Fluid |3x Mystery Fluid |4x Mystery Fluid |4x Mystery Fluid
DROPS LIST: 75% | Card Drop: Gayla
|~20% chance: |~5.8% chance: |~4.7% chance:
|Lvl: |~69.5% chance:
1-19|2x M-Stone Piece |2x M-Stone Piece |1x Mystery Fluid |1x Mystery Fluid
20-29 2x Magic Stone | 1x Mystery Fluid | 2x Mystery Fluid | 1x Magic Stone
30+|3x Wizard Stone |2x Mystery Fluid |3x Mystery Fluid |4x Mystery Fluid
Scan Info: Puts enemies to sleep, then attacks. Spits fluid which removes an
enemy's strength while asleep.
|-----
Location(s): 1. Worldmap: Trabia Snowfields.
______
Attacks: {Head Bash} [Physical Attack, 1 Target]
----- {Tail Whip}
                 [Physical Attack, 1 Target]
                 [Change Status, 1 Target, Inflicts Sleep]
       Hypnotize
       Gastric Juice [Physical Attack, 1 Target, Damage = 50% of Current HP]
.========.
|Name: Geezard |
```

=======================================									
	ange: 1-10		ange: 43-184	,	AP: 1	EXP: 10	/		
 Level:)(HP:		Vitality:		Spirit:	Speed:	Evasion:		
1	43	5	4	1	1	3	0		
10	85	12	4	, 6	2	4	1		
20	160	19	4	11	4	5	1		
30	265	25	4	16	6	6	2		
40	400	32	5	21	7	6	3		
50	565	38	5	26	9	7	4		
60	760	44	5	30	11	8	4		
70	985	50	6	34	12	9	5		
80	1240	55	6	37	14	10	6		
90	1525	60	6	41	16	11	6		
100	1840	65	7	44	17	11	7		
=======)======()========)=======	0=======)=======()======()======		
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:		
[]	[]	[]	[]	[]	[]	[]	[]		
=======================================)======()=======)========)======)======()======()======		
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep		
70%	80%	70%	80%	80%	60%	70%	100%		
Slow	Stop	Reflect	Doom	Slow Pet	Float	Confuse	Drain		
90%	50%	100%	80%	70%	100%	60%	100%		
'''' Vit0: Yes									
DRAW: L	DRAW: Lvl 1-19: Thunder, Cure DEVOUR: No good!								

Tastes awful!!!

Lvl 20-29: Thunder, Thundara, Cure, Cura

```
30+: Thunder, Thundara, Cure, Cura
                                          Tastes awful!!!
 STEAL LIST: 50%
                |Card Common: Geezard
                                    Card Rare: ---
Lvl: |~69.5% chance:
                |~20% chance:
                             |~5.8% chance:
                                         |~4.7% chance:
1-19|8x Screw
                8x Screw
                             8x Screw
                                         8x Screw
20-29|12x Screw
                |12x Screw
                             |12x Screw
                                         12x Screw
 30+|16x Screw
                |16x Screw
                             |16x Screw
                                         16x Screw
DROPS LIST: 50%
                |Card Drop: Geezard
Lvl: |~69.5% chance:
                |~20% chance: |~5.8% chance:
                                         |~4.7% chance:
1-19|2x Screw
                4x Screw
                             | 1x Healing Water | 1x Healing Water
20-29|4x Screw
                            |2x Healing Water |2x Healing Water
                |1x Magic Stone
 30+|6x Screw
                | 1x Wizard Stone | 2x Healing Water | 2x Healing Water
Scan Info: Lives in humid places. It sneak-attacks humans that pass by. Uses
status attack when fully grown.
Location(s): 1. Worldmap: Dollet Plains.
                 [Magical Attack, 1 Target, Fire Elemental]
Attacks: Fire
                 [Magical Attack, 1 Target, Fire Elemental]
 ----- Fira
                 [Physical Attack, 1 Target]
       {Swipe}
       {Head attack} [Physical Attack, 1 Target]
       Bad Breath
                [Magical Attack, All Targets, Inflicts Slow]
______
.========.
                                    UNDEAD ENEMY | {BOSS-10}
|Name: Gerogero |
Level Range: 1-12
              | HP Range: 350-3650
                                  | AP: 20 | EXP: 0
| Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
Level:
        HP:
        350
               35
                       17
                               61
                                      36
  10
        3050
               41
                       35
                               75
                                      40
                                            19
                                                   6
        3650
               43
                       39
                               78
                                      41
Fire:
        Ice:
            |Lightning: |
                      Earth:
                             Poison:
                                    Wind:
                                          Water:
                                                 Holv:
                       [x2]
                              [Imm]
Death
      Poison | Petrify
                    Darkness
                            |Silence |
                                   Berserk
                                          Zombie
                                                 Sleep
 100%
Slow
       Stop
             Reflect
                            |Slow Pet
                      Doom
                                    Float
                                          Confuse
                                                 Drain
 90%
                       80%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: No!
DRAW: Lvl 1-12: Esuna, Double, Berserk, Zombie | DEVOUR: Cannot Devour
                | Card Mod Common: ---
STEAL LIST: 50%
                                  | Card Mod Rare: ---
Lvl: |~69.5% chance:
               |~20% chance: |~5.8% chance:
                                         |~4.7% chance:
1-12|2x Phoenix Down |2x Phoenix Down |2x Phoenix Down
                                         |2x Phoenix Down
_______
DROPS LIST: 100%
               |Card Drop: ---
Lvl: |~69.5% chance:
               |~20% chance: |~5.8% chance:
                                         |~4.7% chance:
 1-12 8x Zombie Powder 8x Zombie Powder 8x Zombie Powder
                                         |8x Zombie Powder
```

```
Scan Info: A monster that posed as President Deling. Attacks with its
deformed arms and status attacks.
Location(s): 1. Forest Owls Train.
Attacks: {Arm Attack} [Physical Attack, 1 Target]
----- 'Brrawghh' [Magical Attack, 1 Target, Inflicts Slow, Curse, Blind]
              [Change Status, 1 Target, Inflicts Sleep]
      Sleep
      Berserk
              [Change Status, 1 Target, Inflicts Berserk]
      Silence
              [Change Status, 1 Target, Inflicts Silence]
               [Change Status, 1 Target, Removes good statuses]
      Dispel
```

.======	====.							
Name: Ges	sper							
)=======	=======	
	ange: 1-1(ange: 525-149		AP: 2	EXP: 32		
	J(нр:		Vitality:	Magic:	Spirit:	Speed:	Evasion:	
1 1	525	6	10	51	60	4	2	
1 10	750	16	10	62	61	, - 7	3	
20	1460	l 26	11	75	62	9	4	
30	2300	37	12	87	63		4	
40	3380	48	13	100	64	14	4	
50	4700	, 58	14	112	, 65	17	5	
60	, 6260	, 69	15	124	, 66	19	5	
70	8060	79	15	135	67	22	5	
80	10100	' 89	16	147	68	24	6	
90	12380	' 99	17	158	, 69	27	6	
100	14900	109	18	169	70	29	6	
=======))======()========()========())======())========)=======(')=======	
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:	
i ri			[]	[x2]		ו נו ו	[]	
=======)=======()========()======()======(D========)=======()=======	
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep	
70%	80%	70%	80%	80%	60%	70%	100%	
İ								
Slow	Stop	Reflect	Doom	Slow Pet	Float	Confuse	Drain	
90%	50%	100%	80%	70%	100%	60%	100%	
		١ ١		'	'	'		
Vit0: Ye	es Blow	Away: Yes	Gravity: Y	Yes LV	Up/Down:	Yes The	End: Yes	
=======	======			=======		=======		
DRAW: L	vl 1-19:	Shell, Prot	tect		DEVOUR	: Tastes o	okay	
L	vl 20-29:	Shell, Prot	tect, Float			Tastes o	okay	
L	vl 30+:	Shell, Prot	tect, Confuse	e, Float		Tastes o	okay	
=======	======			=======	:	=======		
STEAL L	IST: 50%	Card	Common: Gesp	per	Card I	Rare: Igui	ion	
=====	=======	===== =====		=0======	========)=======		
Lvl: ~69	9.5% chan		chance:	~5.8% cl	nance:	$ \sim4.7\%$ cha	ance:	
	Black Hol		lack Hole	1x Blac	k Hole	1x Black	Hole	
	Black Ho		lack Hole	2x Blac		2x Black	Hole	
30 + 2x	Black Hol	le 2x B]	lack Hole	2x Blac	k Hole	2x Black	Hole	
======								
DROPS L	IST: 75%	Card	Drop: Gesper	-				
)=======	=======	
	9.5% chand		chance:	~5.8% cl		~4.7% cha		
	1-19 1x Black Hole 4x M-Stone Piece 1x Remedy 1x Remedy							
	Black Ho		lack Hole	2x Remed		2x Remedy		
30+ 1x	Black Ho	le 4x Wi	izard Stone	2x Remed	dy	4x Remedy	7	

```
Scan Info: Esthar's defective weapon. Attacks enemies and allies alike.
Degenerator destroys opponents.
Location(s): 1. Laguna Dream #2: Lunatic Pandora.
[Physical Attack, 1 Target]
Attacks: {Punch}
----- Telekinesis [Physical Attack, 1 Target]
       Degenerator [Blue Magic, 1 Target, Kills and removes the target
                 from battle, Not used if only 1 character left]
                [Magical Recovery, 1 Target]
       Cure
                [Change Status, 1 Ally, Inflicts Protect]
       Protect
                [Change Status, 1 Ally, Inflicts Shell]
       Shell
       Silence
                [Change Status, 1 Target, Inflicts Silence]
       Confuse
                [Change Status, 1 Target, Inflicts Confuse]
       Blind
                [Change Status, 1 Target, Inflicts Blind]
                [Change Status, 1 Target, Inflicts Float]
       Float
                [Change Status, 1 Target, Inflicts Berserk]
       Berserk
                [Change Status, 1 Target, Inflicts Slow]
       Slow
```

.========.

Name: GII	M47N						
Level Ra	ange: 1-10		HP Range: 310-6300 1			EXP: 30	(+5)
Level:	HP:		Vitality:		Spirit:	Speed:	Evasion:
1	310	11	40	2	6	2	0
10	450	21	40	3	7	3	1
20	700	32	41	5	8	3	1
30	1050	43	41	6	9	4	2
40	1500	53	41	7	11	5	3
50	2050	62	43	9	12	5	3
60	2700	71	43	10	13	6	4
70	3450	80	44	11	14	6	4
80	4300	88	45	12	16	7	5
90	5250	95	45	13	17	8	6
100	6300	102	46 =======	13	18	8	6
Fire:]======(Ice:	Lightning:		Poison:	Wind:	Water:	Holy:
[]	[]	[1.5x]	[1.5x]	[Imm]	[]	[2x]	[]
=======	D======)=======)======	0======)======	0======)======
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep
			60%		50%		40%
Slow	 Stop	 Reflect	Doom	Slow Pet	Float	Confuse	Drain
90%	50%	100%				60%	
			Gravity:				
DRAW: L	vl 1-19:	Shell, Prot	tect		DEVOUR	: No good!	
		Shell, Prot			i i	No good!	
			tect, Confus	e, Float		Tastes a	
======	======:	========		========	=======	=======	=======
STEAL LIST: 50% Card Common: GIM47N Card Rare: Oilboyle					_		
	======================================		chance:	=0====== ~5.8% ch		J======= ~4.7% cha	
1-19 2x	Steel Orl	b 2x St	ceel Orb	2x Steel	0rb	2x Steel	Orb
20-29 3x	Steel Orl	b 3x St	ceel Orb	3x Steel	0rb	3x Steel	Orb
1 30+16x	Steel Orl	h lax St	eel Orb	6x Steel	Orh	6x Steel	Orh

```
| Card Drop: GIM47N
DROPS LIST: 75%
|~20% chance:
Lvl: |~69.5% chance:
                             |~5.8% chance:
                                          |~4.7% chance:
1-19|1x Steel Orb
                4x Screw
                             |1x Steel Pipe
                                         |1x Steel Pipe
|20-29|2x Steel Orb
                6x Screw
                             |1x Steel Pipe
                                         2x Dynamo Stone
 30+|4x Steel Orb
                8x Screw
                             |3x Dynamo Stone |3x Dynamo Stone
Scan Info: An older type of Galbadian support weapon. Has a laser cannon, but
mostly punches using the steel orbs on both hands.
______
Location(s): 1. D-District Prison.
Attacks: {Punch} [Physical Attack, 1 Target]
 ----- Chain Gun [Physical Attack, All Targets]
             [Change Status, 1 Ally, Inflicts Reflect]
       Reflect
       Dispel
              [Change Status, 1 Target, Removes good statuses]
______
.============
|Name: GIM52A |
Level Range: 1-100 | HP Range: 1431-19400 | AP: 3 | EXP: 30 (+8)
Level: |
       HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
        1431
               13
                                     120
        1850 |
               26
                       12
                               15
                                     121
                                             6
               39
                       22
  20
        2600 |
                               26
                                     122
                                             8
        3650 l
               53
                       32
                                     123
  30
                               37
  40
        5000 l
               66
                       43
                               47
                                     125
  50
        6650 l
               79
                       53
                               57
                                     126
                                            11
                                                   3
                       63
        8600
               91
                                            13
  60
                               67
                                     127
       10850
                       73
                               77
  70
               104
                                     128
                                            14
                                                   4
  80
        13400
               116
                       84
                               86
                                     130
                                            15
                                                   4
  90
        16250
               128
                       94
                               95
                                     131
                                            16
 100
        19400
               140
                      104
                              104
                                     132
Fire:
        Ice:
            |Lightning: |
                      Earth:
                            | Poison:
                                    Wind:
                                          Water:
                                                  Holv:
            [1.5x]
                      [1.5x]
                            [Imm]
                                          [1.5x]
Death
      | Poison | Petrify
                    Darkness
                            Sleep
                       60%
Slow
            Reflect
                            |Slow Pet|
                                    Float
                                          Confuse
      Stop
                      Doom
                                                  Drain
 90%
       50%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Haste, Slow
                                     DEVOUR: No good!
     Lvl Haste, Slow, Dispel
                                           No good!
         30+: Haste, SLow, Esuna, Dispel
                                           Tastes awful!!!
STEAL LIST: 50%
               |Card Common: ---
                                    Card Rare: ---
|Lvl: |~69.5% chance:
               |~20% chance:
                             ~5.8% chance:
                                         |~4.7% chance:
1-19|1x Missile
                1x Missile
                             1x Missile
                                          |1x Missile
20-29 | 1x Missile
                1x Missile
                             |1x Missile
                                         |1x Missile
 30+|2x Missile
               2x Missile
                            2x Missile
                                         2x Missile
```

```
DROPS LIST: 75%
                  |Card Drop: ---
Lvl: |~69.5% chance:
                 |~20% chance:
                                |~5.8% chance:
                                              ~4.7% chance:
1-19 4x Screw
                  1x Missile
                                1x Windmill
                                              2x Fuel
20-29 8x Screw
                  |1x Missile
                                1x Windmill
                                              6x Fuel
 30+|2x Missile
                  3x Fuel
                                2x Windmill
                                              6x Fuel
Scan Info: A Galbadian machine that attacks with magic and missiles. The more
advanced models use high-powered beams.
_______
 Location(s): 1. D-District Prison.
 Attacks: {Punch} [Physical Attack, 1 Target]
 ----- Thundara [Magical Attack, 1 Target, Lightning Elemental]
        Thundaga [Magical Attack, 1 Target, Lightning Elemental]
        Micro Missiles [Blue Magic (Physical), 1 Target,
                    Damage = 50% of Current HP, With Protect only 25%]
        Ray Bomb
                   [Blue Magic, All Targets]
Battle Notes: GIM52A's (Boss) highest Level in D-District Prison is Level 70.
|Name: Glacial Eye |
Level Range: 1-100 | HP Range: 205-3200 | AP: 1 | EXP: 15 (+5)
HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
                          12
                                         100
         205
                                                 10
                 9
  10
         275
                          15
                                  12
                                         100
                                                 10
  20
                 15
                         18
                                  20
                                         101
                                                 11
         400
         575
                         22
                                  28
                                         101
                                                 11
  30
                         25
  40
         800
                 26
                                  36
                                         102
                                                 12
  50
        1075
                 31
                         28
                                  43
                                         103
                                                12
                                                         2
  60
        1400
                 35
                         32
                                  51
                                         103
                                                 13
                                                         2
  70
                 39
        1775
                         35
                                  58
                                         104
                                                 13
                                                         2
  80
        2200
                 42
                         38
                                  65
                                         105
                                                 13
                                                         3
                                  72
  90
         2675
                 45
                          42
                                         105
                                                 14
 100
         3200
                 47
                          45
                                  79
                                         106
Fire: | Ice: |Lightning: |
                       Earth:
                               | Poison: |
                                        Wind:
                                               Water:
                                                       Holy:
        [Imm] []
                         [Imm]
      | Poison | Petrify
                      Darkness
                               |Silence | Berserk |
 Death
                                               Zombie
                                                       Sleep
         80%
                70%
                          80%
                                 30%
                                         50%
                                                 70%
 Slow
       Stop
              Reflect
                         Doom
                               |Slow Pet|
                                        Float
                                               Confuse
                                                       Drain
                          80%
                                 70%
                                         100%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Blizzard, Cure, Scan
                                        DEVOUR: Tastes okay...
     Lvl 20-29: Haste, Blizzara, Cura, Scan
                                               Tastes okay...
         30+: Blizzara, Cura, Scan
                                               Tastes okay...
STEAL LIST: 50%
                 | Card Common: Glacial Eye
                                        Card Rare: Jumbo Cactuar
```

~5.8% chance:

|1x Arctic Wind

1x North Wind

|~4.7% chance:

1x Arctic Wind

|1x North Wind

~20% chance:

|1x North Wind

|Lvl: |~69.5% chance:

20-29 | 1x Vampire Fang

1-19|1x Vampire Fang |1x Arctic Wind

```
30+|2x Vampire Fang |2x North Wind |2x North Wind
                                              2x North Wind
 DROPS LIST: 75%
                  |Card Drop: Glacial Eye
Lvl: |~69.5% chance:
                 |~20% chance: |~5.8% chance:
                                              |~4.7% chance:
1-19|1x M-Stone Piece |2x M-Stone Piece |1x Vampire Fang |1x Arctic Wind
20-29 | 1x Vampire Fang | 1x North Wind | 2x Arctic Wind
                                              |3x Arctic Wind
 30+|2x Vampire Fang | 1x North Wind | 2x North Wind
                                              2x North Wind
Scan Info: A floating monster that uses Ice magic. When running low on HP,
uses Vampire to suck HP from opponents.
Location(s): 1. Worldmap: Balamb Alcauld Plains.
                  [Magical Attack, 1 Target, Ice Elemental]
 Attacks: Blizzara
 ----- Blizzaga
                  [Magical Attack, 1 Target, Ice Elemental]
                  [Change Status, 1 Target, Inflicts Reflect]
        Reflect
                  [Change Status, 1 Target, Inflicts Silence]
        Silence
        Petrify Stare [Change Status, 1 Target, Inflicts Petrify]
                  [Physical Absorb, 1 Target, Used when at it falls
                   below 25% of Max HP]
        {Tail Slash} [Physical Attack, 1 Target]
|Name: Granaldo |
                                        | FLYING ENEMY | {BOSS-6}
| HP Range: 1314-1538 | AP: 5 | EXP: 40 (+10)
Level Range: 1-11
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
        1314
                  2
                                  2
  10
        1510
                 14
                          26
                                  20
                                         22
                                                 11
  11
        1538
                 15
                                  22
                          28
                                         24
                                                 11
Ice:
            |Lightning:|
                         Earth:
                               | Poison: |
                                        Wind:
                                              | Water: |
                         [Imm]
                                                      Sleep
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie |
  10%
         40%
                                                        40%
Slow
       Stop
             Reflect
                               |Slow Pet|
                         Doom
                                        Float
                                               Confuse
 90%
      | 10%
                100%
                         40%
Vit0: Yes | Blow Away: 80% | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Sleep, Blind, Shell
                                       | DEVOUR: Cannot Devour
     Lvl 20-29: Sleep, Blind, Shell
     Lvl 30+: Sleep, Confuse, Shell, Pain
                 Card Common: ---
STEAL LIST: 25%
                                 Card Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                              ~4.7% chance:
1-19|8x Wizard Stone |8x Wizard Stone |8x Wizard Stone
                                              |8x Wizard Stone
|20-29|8x Wizard Stone |8x Wizard Stone |8x Wizard Stone
                                              |8x Wizard Stone
 30+|8x Wizard Stone |8x Wizard Stone |8x Wizard Stone |8x Wizard Stone
_______
DROPS LIST: 100%
                 |Card Drop: ---
Lvl: |~69.5% chance:
                 |~20% chance: |~5.8% chance:
                                              |~4.7% chance:
1-19 4x Wizard Stone | 4x Wizard Stone | 4x Wizard Stone
                                              |4x Wizard Stone
```

```
30+|4x Wizard Stone |4x Wizard Stone |4x Wizard Stone
                                          |4x Wizard Stone
Scan Info: A large insect-type monster that is a survivor of some ancient
race. Uses its large spikes and tail to attack.
Location(s): 1. Balamb Garden Training Center.
______
Attacks: {Raldo Throw} [Physical Attack, 1 Target, Only with Raldo(s) alive]
 [Physical Attack, 1 Target, Only used when no Raldo(s)
                  are alive]
|Name: Grand Mantis |
Level Range: 1-100 | HP Range: 5213-13000 | AP: 4 | EXP: 80 (+20)
| Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
        HP:
                       150
        5213
                8
                                2
                                      2
                                             3
        5395
                       152
  10
               18
                                      6
  20
        5720
               28
                       155
                                     12
               37
  30
        6175
                       157
                                6
                                     17
                                             6
  40
        6760
               47
                       160
                                     23
  50
       7475
               56
                       162
                                     28
                                             8
                                                    2
  60
        8320
               65
                       165
                                     34
                                                    2
  70
       9295
               73
                       167
                               11
                                     39
                                            10
               81
                               12
  80
       10400
                       170
                                     45
                                            11
                                                    3
  90
       11635
                89
                       172
                               13
                                     50
                                            12
       13000
                97
                       175
                               13
                                            13
 100
                                     56
        Ice:
            |Lightning: |
                       Earth:
                            | Poison: |
                                     Wind:
                                           Water:
                                                  Holy:
        [2x]
              [2x]
                                          [0.5x]
Silence
      Poison | Petrify
Death
                    Darkness
                                   Berserk
                                           Zombie
                                                  Sleep
 70%
        80%
               70%
                              80%
                                      60%
                                             70%
Slow
       Stop
             Reflect
                             |Slow Pet|
                                     Float
                                           Confuse
                       Doom
                                                  Drain
 90%
        50%
               100%
                       80%
                              70%
                                     100%
                                             60%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Water, Esuna
                                     |DEVOUR: Delicious!!!
     Lvl 20-29: Water, Esuna
                                           Delicious!!!
        30+: Water, Esuna, Life
                                           Delicious!!!
STEAL LIST: 50%
                | Card Common: Grand Mantis
                                    | Card Rare: BGH251F2
~20% chance:
|Lvl: |~69.5% chance:
                            |~5.8% chance:
                                          |~4.7% chance:
1-19|2x Sharp Spike |2x Sharp Spike
                             2x Sharp Spike
                                          2x Sharp Spike
20-29 4x Sharp Spike
                |4x Sharp Spike
                             4x Sharp Spike
                                          4x Sharp Spike
                             |8x Sharp Spike
 30+|8x Sharp Spike
                8x Sharp Spike
                                          8x Sharp Spike
DROPS LIST: 50%
                |Card Drop: Grand Mantis
|Lvl: |~69.5% chance:
                |~20% chance:
                             |~5.8% chance:
                                          |~4.7% chance:
1-19|1x Sharp Spike
                2x Sharp Spike
                             |1x Curse Spike
                                          |1x Water Crystal
20-29 | 3x Sharp Spike
                4x Sharp Spike
                             2x Curse Spike
                                          |2x Water Crystal
```

|2x Water Crystal |3x Water Crystal |4x Water Crystal

30+|6x Sharp Spike

20-29 | 4x Wizard Stone | 4x Wizard Stone | 4x Wizard Stone

|4x Wizard Stone

```
Scan Info: Used to live in water, but now lives above ground. Skewers enemies
with its large claw and causes major damage.
______
Location(s): 1. Deling City Sewers.
Attacks: {Claw}
                  [Physical Attack, 1 Target]
----- Super Arm [Physical Attack, 1 Target, 100% Critical Hit]
       Melting Bubbles [Magical Attack, 1 Target, Inflicts Silence]
'<u>-----</u>
.========.
|Name: Grat |
Level Range: 1-100 | HP Range: 209-5600 | AP: 2 | EXP: 38 (+10)
HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
Level: |
        209
                               2
                                     8
  10
        335
               14
                               12
                                             9
  20
        560
               26
                               24
                                     10
                                            10
        875
  30
               38
                        4
                               35
                                     11
                                            11
  40
       1280
               50
                               46
                                     12
                                                    2
                                            11
  50
       1775
               61
                       6
                              57
                                     13
                                            12
               73
  60
        2360
                        6
                               68
                                     14
                                            13
  70
        3035
               84
                               78
                                     15
                                            14
 80
        3800
               96
                        8
                              89
                                     16
                                            15
                                                    4
  90
        4655
               107
                              99
                                     17
                                            16
 100
        5600
               118
                              110
                                     18
                                            16
 Fire: | Ice: |Lightning: | Earth: | Poison: | Wind:
                                          | Water: |
[1.3x] [1.3x] [
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie |
                                                 Sleep
            40%
       50%
                                                   70%
      Stop
            | Reflect | Doom
                           |Slow Pet| Float
                                          | Confuse | Drain
Slow
                            | 50% |
                                          70%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Sleep, Silence
                                  DEVOUR: Tastes awful!!!
     Lvl 20-29: Sleep, Silence, Berserk
                                          Tastes awful!!!
     Lvl 30+: Sleep, Silence, Berserk, Confuse
                                          Tastes awful!!!
STEAL LIST: 50%
               | Card Common: Grat
                                | Card Rare: Shumi Tribe
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|2x Silence Powder|2x Silence Powder|2x Silence Powder
20-29 4x Silence Powder 4x Silence Powder 4x Silence Powder 4x Silence Powder
 30+|8x Silence Powder|8x Silence Powder|8x Silence Powder|8x Silence Powder
DROPS LIST: ~70% | Card Drop: Grat
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Sleep Powder |1x Silence Powder|1x Poison Powder |1x Poison Powder
|20-29|2x Sleep Powder |2x Silence Powder|3x Poison Powder |2x Poison Powder
 30+|6x Sleep Powder |6x Silence Powder |8x Poison Powder |8x Poison Powder
Scan Info: It's body is mostly a digestive bag. Digests enemies by catching
 them with its vine. Uses a gas attack that causes Sleep.
```

```
______
Location(s): 1. Balamb Garden Training Center.
                  [Physical Attack, 1 Target]
Attacks: {Vine}
 ----- Gastric Juice
                  [Physical Attack, 1 Target, Inflicts Poison]
                  [Magical Attack, All Targets, Counterattack]
       Sleeping Gas
                  [Physical Drain, 1 Target, Drains HP]
       Vampire
______
.=========.
Name: Grendel
Level Range: 1-100
               | HP Range: 2131-30000
                                  | AP: 6
                                         | EXP: 80 (+15)
Level:
        HP:
             Strength: | Vitality: | Magic: | Spirit: | Speed:
                                                 Evasion:
                        51
                               52
                                            10
        2131
               22
                                     121
                                                   2
        3450
               41
                        58
                               70
                                     127
                                            11
        5200
                               89
                                     135
  20
               62
                        66
                                            12
        7250
  30
               83
                        73
                              109
                                     141
                                            13
                                                   4
  40
        9600
               103
                        81
                              128
                                     149
                                            14
                                                   5
  50
       12250
              124
                        89
                              147
                                     156
                                            15
                                                   6
       15200
              145
                        96
                              165
                                                   6
  60
                                     163
                                            16
  70
       18450
                                     170
                                            17
              165
                       104
                              184
        22000
                              202
  80
              185
                       112
                                     178
                                            18
                                                   8
  90
        25850
               206
                       119
                              220
                                     185
                                            19
                                                   R
 100
        30000
               226
                       127
                              238
                                     192
                                            20
Ice:
            |Lightning: |
                      Earth:
                            | Poison:|
                                    Wind:
                                          Water:
                                                  Holy:
                      [1.5x]
                                    [1.5x]
                                                  [1.5x]
Silence
                                    Berserk
                                           Zombie
Death
       Poison
             Petrify
                     Darkness
                                                  Sleep
 30%
               20%
                       80%
                              80%
                                     60%
                                            70%
                                                   80%
Slow
             Reflect
                            |Slow Pet
                                          Confuse
      Stop
                      Doom
                                    Float
                                                  Drain
 90%
        50%
                       5%
                                     100%
                              20%
                                            60%
                                                   100%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
______
DRAW: Lvl 1-19: Fire, Blizzard, Double
                                     |DEVOUR: Delicious!!!
     Lvl 20-29: Fira, Blizzara, Double
                                           Delicious!!!
         30+: Firaga, Blizzaga, Double
                                           Delicious!!!
______
STEAL LIST: 100%
                |Card Common: Grendel
                                     | Card Rare: Tiamat
~4.7% chance:
Lvl: |~69.5% chance:
                |~20% chance:
                             |~5.8% chance:
1-19|1x Dragon Fin
                |1x Dragon Fin
                             |1x Dragon Fin
                                          |1x Dragon Fin
20-29 2x Dragon Fin
                2x Dragon Fin
                             2x Dragon Fin
                                          2x Dragon Fin
                                         |4x Dragon Fin
 30+ 4x Dragon Fin
                4x Dragon Fin
                             |4x Dragon Fin
DROPS LIST: 100%
                |Card Drop: Grendel
|~4.7% chance:
Lv1: |~69.5% chance:
                |~20% chance:
                             |~5.8% chance:
1-19|1x Dragon Fang
                |1x Dragon Fin
                             |1x Dragon Skin
                                          2x Dragon Fang
|20-29|2x Dragon Fin
                2x Dragon Fang
                             | 1x Fury Fragment | 1x Fury Fragment
 30+|2x Dragon Fin
                4x Dragon Fang
                             |2x Fury Fragment |2x Fury Fragment
Scan Info: A smaller type of dragon, sometimes appears in groups of 2. May be
more dangerous than other dragons.
______
Location(s): 1. Worldmap: Island Closest to Hell.
```

```
[Magical Attack, 1 Target, Lightning Elemental]
 Attacks: Thunder
  ----- Breath
                    [Magical Attack, All Targets, Lightning Elemental]
                    [Physical Attack, 1 Target]
        {Cross Slash)
        {Bite}
                    [Physical Attack, 1 Target]
        Tail Blade
                    [Physical Attack, 1 Target]
______
.========.
                                        | FLYING ENEMY | {BOSS-54}
|Name: Griever |
                 | HP Range: 16750-115950
Level Range: 1-65
                                      | AP: 0 | EXP: 0
HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
        16750 |
                 28
                           22
                                   55
                                          19
                                                 95
  20
        46200 |
                          54
                 55
                                  150
                                          28
                                                 99
  40
        77200 |
                 83
                          88
                                  240
                                          39
                                                103
  65
       115950
                117
                          131
                                  255
                                          53
                                                108
Ice: |Lightning:|
                        Earth:
                               | Poison: | Wind:
                                              | Water: |
                         [Imm]
                               [-1x]
                                        [2x]
                      Darkness
 Death
       Poison | Petrify
                                |Silence | Berserk | Zombie
             Reflect
                                |Slow Pet|
                                              Confuse
 Slow
       Stop
                         Doom
                                        Float
                                                       Drain
                100%
 Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes
______
                                       | DEVOUR: Cannot Devour
 DRAW LIST: Lvl 1-19: Bio, Quake, Tornado
         Lvl 20-29: Bio, Quake, Tornado
             30+: Bio, Quake, Tornado
         Lvl
 STEAL LIST: ---
                  |Card Common: ---
                                       | Card Rare: ---
DROPS LIST: ---
                  |Card Drop: ---
Scan Info: In Squall's mind, the strongest GF. Through Ultimecia's power,
continues fighting without vanishing.
Location(s): 1. Ultimecia's Castle.
 Attacks: {Claw} [Physical Attack, 1 Target]
 ----- Pain [Magical Attack, 1 Target, Inflicts Darkness, Silence, Poison]
        Triple [Magical Attack, 1 Ally, Inflicts Triple]
             [Magical Attack, 1 Target, Inflicts Doom]
        Gravija [Magical Attack, All Targets, Damage = 75% of Current HP]
             [Draws and casts magic from character's stock]
        Flare [Magical Attack, 1 Target]
        {Blow away stocked magic} [Blows away that stock of magic]
        Shockwave Pulsar
                            [Blue Magic, All Targets, Used halfway,
                             If not used before killed it will be used
                             as a Final Attack]
 .______
```

.========.

Level Range: 1-100 HP Range:					AP: 1	EXP: 20		
=====================================)====== HP:)=====================================)======= Spirit:			
1	45	3	1	1 1	2	5	0	
1 10	115	1 11	1 2	- 8	l 3	l 6		
20	240		l 3	16	4	l 6	2	
30	415	26	4	24	, 5	7	3	
40	640	33	, 6	, 31	7	 8	3	
50	915	40	, 7	' 39	' 8	9	4	
60	1240	47	' 8	46	9	9	5	
70	1615	54	9	54	10	10	6	
80	2040	61	11	61	12	11	7	
90	2515	67	12	68	13	11	8	
100	3040	73	13	75	14	12	8	
=====================================)=======(Lightning:)=====================================	o====== Poison:	,	o====== Water:)====== Holy:	
[]	[]	[]	[]	[2x]	[]	[]	[]	
!)========= Darknogg)======()======	
Death 70%	Poison 80%	Petrify 70%	Darkness 80%	Silence 80%	Berserk 60%	Zombie	Sleep 80%	
Slow 90%	Stop 50%	Reflect 100%	Doom 80%	Slow Pet 70%	Float 100%	Confuse 60%	Drain	
	'''' Vit0: Yes Blow Away: Yes Gravity: Yes LV Up/Down: Yes The End: Yes							
į L	=====================================							
	Lvl 30+: Sleep, Silence, Blind, Curaga 							
	STEAL LIST: 75% Card Common: Card Rare:							
0								
1-19 1x	Potion	1x Pl	noenix Down	1x Remed	dy	1x Remedy	7	
20-29 1x Potion		1x Pl	noenix Down	1x Remed	dy	1x Remedy	7	
30+ 1x	Potion	1x Ph	noenix Down	1x Remed	dy	1x Remedy	7	
	======= [ST: 75%		======== Drop:	=======		=======	======== 	
			========					
			~20% chance: ~5.8%					
			1x Phoenix Down				1x Remedy	
20-29 1x 30+ 1x			1x Phoenix Down 1x Phoenix Down				1x Remedy 1x Remedy	
							<u>'</u>	
to capti	Scan Info: Prison security guard. A Galbadian soldier trained in sleep magic to capture escapees.							
 Location(s): 1. D-District Prison.								
Attacks: {Sword Slash} [Physical Attack, 1 Target] Sleep [Magical Attack, 1 Target, Inflicts Sleep]								
''								
.======	===.							
Name: Helix FLYING ENEMY {BOSS-55}								
Level Range: 1-65 HP Range: 4400-30000 AP: 0 EXP: 0								

| Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:

Level:

HP:

20	12000	55	85	171	210	255	122		
40	20000	95	90	255	220	255	124		
65	30000	143	96	255	232	255	127		
=======)======)=======)=======	o======)=======)======)======		
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:		
[]	[]	[]	[Imm]	[]	[]	[]	[]		
)======================================						
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep		
			 !						
 Slow	Cton	 Reflect	 Doom		 Float	 Confuse	 Drain		
SIOW	Stop 	Reliect 	DOO!!! 	Slow Pet	F10at 	COMPUSE 	Lain		
	 '			 !					
∣ VitO: Y∈	es Blow	Away: No	Gravity: No	o LV Ur	o/Down: No	The Er	nd: Yes		
			=========				=======		
DRAW: La	7l 1-19:	Esuna, Disp	pel		DEVOUR	: Cannot I	Devour		
	<i>z</i> 1 20-29:	Esuna, Disp	pel		i i		j		
L	71 30+:	Esuna, Disp	pel		1		j		
[======================================									
STEAL LIST: Card Common: Card Rare:									
DROPS LIST: Card Drop:									
Scan Info: Ultimecia's magic power amplifier. By combining the 2 amplifiers,									
her power can be increased greatly									
		======== Jltimecia's		=======		-======	======== ا		
							 -==========		
============ Attacks: {Twin Laser} [Physical Attack, 1 Target, Counterattack]									
 -===================================									
.=========.									
Name: Hexadragon									
======		====0====		=======================================)======()=======	=======================================		
Level Ra	ange: 1-10	00 HP Ra	ange: 10052-	40000	AP: 8	EXP: 240	(+30)		
=======================================)======)=======)=======	D=======)=====================================)=======)=======		
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:		

Tranic · 1102	144145011	I control of the cont					
=======	=======	=====0=====	========	========	D=======	O======	======.
Level Ra	ange: 1-1	00 HP Ra	ange: 10052-	40000	AP: 8	EXP: 240	(+30)
=======0==============================							
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	10052	52	71	47	51	10	0
10	10750	70	75	65	57	11	1
20	12000	89	81	85	64	12	1
30	13750	109	87	104	71	13	2
40	16000	129	92	124	78	13	2
50	18750	148	98	143	85	14	3
60	22000	167	104	162	92	15	3
70	25750	186	110	181	99	16	4
80	30000	205	115	200	106	17	4
90	34750	224	121	219	113	18	5
100	40000	243	127	238	120	18	5
=======)======	0=======)=======	0======)=======	D======C)======
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:
[-1x]	[]	[]	[]	[-1x]	[]	[-2x]	[]
=======)======	0=======)=======	0======)=======	o======c)======
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep
Slow	Stop	Reflect	Doom	Slow Pet	Float	Confuse	Drain
		100%					100%
Vit0: Ye	es Blow	Away: Yes	Gravity: Y	es LV (Jp/Down: Ye	es The E	Ind: Yes

```
DRAW: Lvl 1-19: Fire, Shell, Protect
                                  |DEVOUR: Delicious!!!
    Lvl 20-29: Fira, Shell, Protect
                                       Delicious!!!
       30+: Firaga, Dispel, Shell, Protect
                                       Delicious!!!
STEAL LIST: 25% | Card Common: --- | Card Rare: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                      |\sim4.7\% chance:
1-19 2x Red Fang
              2x Red Fang
                          2x Red Fang
                                      2x Red Fang
|20-29|4x Red Fang
              4x Red Fang
                          4x Red Fang
                                      4x Red Fang
 30+|8x Red Fang | 8x Red Fang | 8x Red Fang
                                     8x Red Fang
DROPS LIST: 100%
             |Card Drop: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|2x Dragon Fang |2x Red Fang
|20-29|6x Dragon Fang |3x Red Fang
                          |2x Dragon Skin |2x Dragon Skin
                          | 2x Inferno Fang | 2x Inferno Fang
              | 4x Inferno Fang | 1x Star Fragment | 2x Star Fragment
 30+|6x Red Fang
Scan Info: A type of mutated dragon born with six eyes. Uses fire magic and
special breath attacks.
_______
Location(s): 1. Worldmap: Island Closest to Hell.
______
Attacks: Fira [Magical Attack, 1 Target, Fire Elemental]
 ----- Firaga
            [Magical Attack, 1 Target, Fire Elemental]
      {Bash} [Physical Attack, 1 Target]
      Melt-Eye [Magical Attack, All Targets]
      Breath [Magical Attack, 1 Target]
.========.
                                            {BOSS-1}
|Name: Ifrit |
Level Range: 6 | HP Range: 1068 | AP: 20 | EXP: 0
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
    | 1068 |
                     44
                                  183
Fire: | Ice: |Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
      [2x] | [] |
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie |
Slow | Stop | Reflect | Doom | Slow Pet | Float
                                      Confuse
                                             Drain
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
______
DRAW: Lvl 6: Fire, Cure, Scan
                                DEVOUR: Cannot Devour
STEAL LIST: --- | Card Common: --- | Card Rare: ---
______
DROPS LIST: ---
              |Card Drop: Ifrit Card (100%)
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
```

6 | G-Returner x3 | G-Returner x4 | G-Returner x5

|G-Returner x6

```
Scan Info: Fire GF; uses fire magic. It's a strong opponent, but as it is a
part of Garden's exam, not impossible to defeat.
______
Location(s): 1. Fire Cavern.
Attacks: Fire
                [Magical Attack, 1 Target, Fire Elemental]
----- {Jump Punch} [Physical Attack, 1 Target]
______
                                                {BOSS-13}
|Name: Iquion |
Level Range: 1-19 | HP Range: 127-1747 | AP: 10 | EXP: 0
| Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
Level: |
       HP:
        127
                       52
                               10
                                      10
                       70
                               17
                                      15
        755
                21
       1747
                28
                       88
                               23
                                      19
Fire: | Ice: |Lightning: | Earth:
                             | Poison: |
                                    Wind:
                                          | Water: |
                       [2x]
                             [ Imm ]
Death
      | Poison | Petrify
                    Darkness
                             | Silence | Berserk | Zombie
            Reflect
                             |Slow Pet|
Slow
      Stop
                      Doom
                                    Float
                                          | Confuse |
                                                   Drain
              Auto*
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW LIST: Lvl 1-19: Cure, Esuna, Break, Carbuncle | DEVOUR: Cannot Devour
STEAL LIST: 25%
              | Card Mod Common: --- | Card Mod Rare: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                          ~4.7% chance:
1-19 6x G-Returner
               | 6x G-Returner | 6x G-Returner
                                          6x G-Returner
                Card Drop: ---
DROPS LIST: 100%
Lvl: |~69.5% chance:
                ~20% chance:
                            |~5.8% chance:
                                          |~4.7% chance:
1-19|4x G-Returner
                4x G-Returner
                            |4x G-Returner
                                          |4x G-Returner
Scan Info: A mutation of the gateway decoration. Uses Petrify attacks.
Someone has given it the Reflect power.
Location(s): 1. Deling City Events (Disc 1).
                [Physical Attack, 1 Target]
Attacks: {Claw}
----- Resonance
                [Magical Attack, All Targets, Only used when both of
                 the Iquions are alive]
       Magma Breath [Magical Attack, 1 Target, Fire Elemental,
                 Inflicts Slow Petrify]
Battle Notes: Iguions start off with Auto-Reflect. After you've drawn the GF
           Carbuncle from either of them, this will be removed.
  .=======.
```

.=======.

|Name: Imp |

	ange: 1-10		ange: 4212-1		AP: 3	EXP: 60	
Level:	HP:		Vitality:		Spirit:		Evasion:
1	4212	6	8	9	121	4	30
10	4380	13	10	21	126	8	32
20	4680	21	13	33	132	13	33
30	5100	28	15	45	138	18	35
40	5640	36	18	57	144	23	36
50	6300	43	20	68	150	28	38
60	7080	50	23	80	156	33	39
70	7980	57	25	91	162	38	41
80	9000	63	28	102	168	43	42
90	10140	69	30	113	174	48	44
100	11400	76	33 	124	180	53	45
======)======()=======)======	0======()======()======(]======
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:
[]	[]	[]	[Imm]	[0.5x]	[]	[]	[2x]
=====================================	D======= Poison	o======== Petrifv	o======== Darkness	o====== Silence		o====== Zombie	o====== Sleep
		20%		1%			
			ļ				
Slow 	Stop 	Reflect 	Doom 1%	Slow Pet 20%	Float 	Confuse 	Drain 100%
			' Gravity: Y =======				
!			ence, Confus				
			ence, Confuse ence, Confuse			Tastes o	
 =======			=========				
	IST: 50%		Common: Imp			Rare: Gar	1
====0======0=====0=====0=============							
LVI: ~69.5% Chance: ~20% Chance: ~5.8% Chance: ~4.7% Chance: 1-29 4x Poison Powder 4x Poison Powder 4x Poison Powder 4x Poison Powder							
30-39 8x Poison Powder 8x Poison Powder 8x Poison Powder 8x Poison Powder							
			Poison Powde				
!	======= IST: 100%		Drop: Imp	======	=======	======	
	======= 9.5% chanc		======== chance:			o======= ~4.7% cha	
			chance. urse Spirit			•	
			urse Spirit urse Spirit			6x Dead S	
	Dead Spin		urse Spirit			2x Moon S	
====0======0=========================							
its small size. 							
Location(s): 1. Worldmap: Esthar Plains (after Lunar Cry).							
Attacks: {Swipe} [Physical Attack, 1 Target]							
Firaga [Magical Attack, 1 Target, Fire Elemental]							
	Blizzaga [Magical Attack, 1 Target, Ice Elemental]						
	Thundaga [Magical Attack, 1 Target, Lightning Elemental]						
	Holy		Attack, 1 T				
	Blind		Change, 1 Ta				
	Confuse [Status Change, 1 Target, Inflicts Confuse]						
	Berserk [Status Change, 1 Target, Inflicts Berserk] Silence [Status Change, 1 Target, Inflicts Silence]						
	Dispel		Change, 1 Ta: Change, 1 Ta:				
	proper	[Blatus	change, I Ia.	rgee, Reill	yes good i	Jeacuses]	

```
{Fly}
                [Imp starts flying, will no longer use Firaga, Blizzaga or
                 Thundaga, will start using Quake, Tornado and Meteor]
                [Magical Attack, All Targets, Earth Elemental]
        Quake
                [Magical Attack, All Targets, Wind Elemental]
        Tornado
                [Magical Attack, 10 hits]
        Meteor
.=========.
|Name: Iron Giant |
Level Range: 1-100
                 | HP Range: 631-78000 | AP: 8 | EXP: 140 (+30)
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
                           120
          631
                  14
  10
        6450
                  32
                          120
                                            2
                                                    8
                  52
                                                   10
  20
       13200
                          121
                 72
  30
       20250
                          121
                                    9
                                            4
                                                   11
  40
       27600
                  91
                          122
                                    11
                                                   12
                                                           2
                                            6
       35250
  50
                 111
                          123
                                    13
                                                   13
                                                           2
                 130
                                    15
  60
       43200
                          123
                                                   15
                                                           3
  70
       | 51450
                          124
                                            9
                 150
                                    16
                                                   16
  80
       60000
                 169
                          125
                                    18
                                           11
                                                   17
  90
       68850
                 188
                           125
                                    19
                                           12
                                                   18
                 207
  100
       78000
                           126
                                           13
                                                   20
|Lightning: |
                          Earth:
                                 | Poison: |
                                          Wind:
         Ice:
                                                | Water: |
              | [1.5x] |
                                 [ Imm ]
                                                          [2x]
 Death | Poison | Petrify | Darkness
                                 |Silence | Berserk | Zombie |
                                                          Sleep
                           60%
                                                           80%
                                 |Slow Pet|
 Slow
         Stop
               Reflect
                          Doom
                                          Float
                                                 Confuse
                                                          Drain
 90%
          1%
                 100%
                                                           100%
 Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
 DRAW: Lvl 1-29: Haste, Shell, Reflect
                                         DEVOUR: No good!
```

	Lvl 30-39: Haste	flect	No good!					
	Lvl 40+: Haste	, Quake, Shell, Re	flect	No good!				
	===============	=============	=======================================					
STEAL LIST: 25%		Card Common: Iron	Giant Card	Card Rare: Fujin, Raijin				
	=====0========	======================================)=========	=====0=================				
	Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:				
	1-29 1x Star Fragment	1x Star Fragment	1x Star Fragment	1x Star Fragment				
	30-39 1x Star Fragment	2x Star Fragment	2x Star Fragment	3x Star Fragment				
	40+ 2x Star Fragment	2x Star Fragment	4x Star Fragment	4x Star Fragment				
DROPS LIST: 100%		Card Drop: Iron Giant						
	=====0========	======================================)=========	0=========				
Lvl: ~69.5% chance:		~20% chance:	~5.8% chance:	~4.7% chance:				
1-29 3x Wizard Stone		3x Wizard Stone	1x Star Fragment	1x Star Fragment				
	30-39 4x Running Fire	1x Star Fragment	2x Star Fragment	3x Star Fragment				
	40+ 8x Running Fire	2x Star Fragment	4x Star Fragment	4x Star Fragment				
	====0=================================							
	Scan Info: Hard to damage due to the steel armor. Doesn't use magic, but its							
	sword causes significar	nt damage.						
	Location(s): 1. Deep Sea Research Center.							

```
Attacks: {Sword}
                [Physical Attack, 1 Target]
   ---- Grand Sword [Physical Attack, All Targets]
       Mighty Guard [Blue Magic, Self, Inflicts Protect + Shell,
                 Used when it falls below 50% of Max HP]
Battle Notes: In the Japanese Version of the game, Iron Giant's HP Range is
           663-96000.
==========
|Name: Jelleye |
                                              FLYING ENEMY
Level Range: 1-100 | HP Range: 510-6500
                                          | EXP: 30 (+5)
                                  | AP: 1
Level:
        HP:
             Strength: | Vitality: | Magic: | Spirit: | Speed: |
                                                 Evasion:
        510
                        6
                               21
                                      80
                                             10
                        9
                               39
                                      85
                                             11
        650
                               58
                                      90
  20
        900
               16
                       12
                                             11
                                      95
  30
        1250
               22
                       16
                               77
                                             12
  40
        1700
               27
                       19
                               96
                                     100
                                             13
                                                    2
  50
        2250
               32
                       22
                              115
                                     105
                                             13
                                                    2
               37
                       26
                              134
                                     110
                                                    3
  60
        2900
                                             14
               42
                       29
                              153
  70
        3650
                                     115
                                             14
               47
                              172
  80
        4500
                       32
                                     120
                                             15
  90
        5450
                52
                       36
                              190
                                     125
                                             16
 100
        6500
                56
                       39
                              208
                                      130
                                             16
|Lightning: |
                       Earth:
                             | Poison: |
                                     Wind:
        Ice:
                                          | Water:
                                                  Holy:
                       [Imm]
                                     [1.5x]
Silence
Death
       Poison
             Petrify
                     Darkness
                                    Berserk
                                           Zombie
                                                  Sleep
 70%
        80%
                       80%
                                      60%
                                             70%
                              80%
Slow
            Reflect
                            |Slow Pet|
        Stop
                       Doom
                                     Float
                                           Confuse
                                                  Drain
 90%
        0%
                       80%
                              70%
               100%
                                                   100%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
______
DRAW: Lvl 1-19: Fire, Thunder, Blizzard
                                     DEVOUR: Tastes okay...
     Lvl 20-29: Fira, Thundara, Blizzara
                                           Tastes okay...
        30+: Firaga, Thundaga, Blizzaga
                                           Tastes okay...
______
                |Card Common: Jelleye
STEAL LIST: 50%
                                    | Card Rare: Fujin, Raijin
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                         |~4.7% chance:
1-19|1x Healing Water |1x Healing Water |2x Healing Water |2x Healing Water
20-29|2x Healing Water |2x Healing Water |4x Healing Water |4x Healing Water
 30+|4x Healing Water |4x Healing Water |8x Healing Water |8x Healing Water
DROPS LIST: 75%
                |Card Drop: Jelleye
|~20% chance: |~5.8% chance:
                                          |~4.7% chance:
Lvl: |~69.5% chance:
1-19|1x M-Stone Piece |2x M-Stone Piece |3x M-Stone Piece |4x M-Stone Piece
20-29 1x Magic Stone
               2x Magic Stone
                             3x Magic Stone
                                          4x Magic Stone
 30+|1x Wizard Stone |2x Wizard Stone |3x Wizard Stone |4x Wizard Stone
Scan Info: Changes tactics as the battle progresses. Its magic also changes
from fire to ice, to thunder, etc.
______
Location(s): 1. Worldmap: Centra Plains.
```

```
[Magical Attack, 1 Target, Fire Elemental]
 Attacks: Fire
 ----- Fira
                   [Magical Attack, 1 Target, Fire Elemental]
                   [Magical Attack, 1 Target, Fire Elemental]
          Firaga
          Thunder [Magical Attack, 1 Target, Lightning Elemental]
          Thundara [Magical Attack, 1 Target, Lightning Elemental]
          Thundaga [Magical Attack, 1 Target, Lightning Elemental]
          Blizzard [Magical Attack, 1 Target, Ice Elemental]
          Blizzara [Magical Attack, 1 Target, Ice Elemental]
          Blizzaga [Magical Attack, 1 Target, Ice Elemental]
          {Morph} [3 Versions - See below]
          {Tentacle} [Physical Attack, 1 Target, Counterattack]
 Battle Notes: {Morph} can be used 3 times per battle. There are 3 outcomes:
               1. [Physical Defense Morph]: Vit is boosted, {Tentacle} is the
                  only attack used, and also as physical counterattack.
               2. [Magic Defense Morph]: Vit + Spr boosted, Only magic attacks
                  are used, and are also used as magical counterattack.
               3. [Complete Defense Morph]: Vit + Spr boosted, All attacks are
                  used, Counterattacks: {Tentacle} = Physical, Magic = Magical|
|Name: Jumbo Cactuar |
                                                                    {BOSS-36} |
```

Level Range: 1-100 HP Range: 33000-330000 AP: 20 EXP: 0							į
=====================================)======(HP:)======== Vitality:	Magic:	Spirit:	Speed:	-====== -Evasion
1 1	33000	21	26	13	13	5 5	0
1 10	60000	35	30	23	25	l 6 l	0 1
20	90000	50	36	35	38	l 8 l	1
30	120000	65	42	46	51	9	1
40	150000	, 80	47	, 57	64	10	1
50	180000	94	53	69	77	11	2
60	210000	108	59	80	90	13	2
70	240000	121	64	, 91	103	14	2
80	270000	135	70	102	116	15	3
90	300000	148	76	113	129	16	3
100	330000	160	81	123	142	18	3
=======)=======()=======()======================================	O=======()======()======c)======
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:
[]	L J				[]	[2.9x] -	LJI
=====================================	Poison	Petrify)======== Darkness	Silence	======================================	Zombie	
j							i
Slow	Stop	Reflect	Doom	Slow Pet	Float	Confuse	Drain
50%							[
			Gravity: No	o LV Ur	p/Down: No	'' The End	 l: Yes
1	======:						
DRAW: Lvl 1-19: Meltdown, Demi, Tornado DEVOUR: Cannot Devour Lvl 20-29: Meltdown, Demi, Tornado							
Lvl 30+: Meltdown, Demi, Tornado							
, ====0=======0========================							
Lvl: ~69	9.5% chan	ce: ~20%	chance:	~5.8% cha	ance:	~4.7% cha	ince:

```
1-19|3x Cactus Thorn |3x Cactus Thorn |3x Cactus Thorn |3x Cactus Thorn
20-29 3x Cactus Thorn 3x Cactus Thorn 3x Cactus Thorn
                                        3x Cactus Thorn
 30+|3x Cactus Thorn |3x Cactus Thorn |3x Cactus Thorn |3x Cactus Thorn
               Card Drop: ---
DROPS LIST: 100%
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                        |~4.7% chance:
1-19|1x Gaea's Ring | 1x Gaea's Ring | 1x Gaea's Ring
                                        |1x Gaea's Ring
20-29|1x Gaea's Ring | 1x Gaea's Ring | 1x Gaea's Ring
                                        |1x Gaea's Ring
 30+|1x Gaea's Ring | 1x Gaea's Ring | 1x Gaea's Ring
                                        |1x Gaea's Ring
Scan Info: Some Cactuars live long lives and grow huge. This Jumbo Cactuar is
one of those.
|<del>-----</del>
Location(s): 1. Worldmap: Cactuar Island.
Attacks: {Leg Stamp} [Physical Attack, 1 Target]
----- Ker Plunk
               [Physical Attack, All Targets]
       10000 Needles [Physical Attack, 1 Target, Fixed Damage = 10000,
                 Used as a counter against every 5th attack]
       'Jumbo Cactuar is hesitating...' [Warning, Will almost escape,
                             Message pops up at 5% or less HP]
       {Escape} [Escapes battle, Used at 2% or less of Max HP]
Battle Notes: If Jumbo Cactuar escapes, it will be fully healed next time.
'-----
.=======.
                                  | FLYING ENEMY | {BOSS-48} |
|Name: Krysta |
Level Range: 1-55 | HP Range: 5200-16000 | AP: 30 | EXP: 0
HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
Level:
      5200
                             70
  1 |
              52
                      201
                                    0
      7000
  10
              70
                            128
                      205
                                    0
 20
      9000
              91
                     211
                           193
                                    0
            111
     11000
                     216
                           255
 30
                                   0
                                                 2
 40
     | 13000 |
            131
                     222
                           255
 50
     15000
             151
                     227
                           255
     | 16000
              160
                      230
                           255
Fire: | Ice: |Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
      [Imm] | []
                 [ Imm ]
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
                           |Slow Pet| Float
     Stop
           Reflect
                   Doom
                                        | Confuse | Drain
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW LIST: Lvl 1-19: Holy, Carbuncle
                                  |DEVOUR: Cannot Devour
        Lvl 20-29: Holy, Carbuncle
        Lvl 30+: Holy, Carbuncle
               |Card Mod Common: --- | Card Mod Rare: ---
|Card Drop: ---
 DROPS LIST: 100%
```

```
Lvl: |~69.5% chance:
                |~20% chance:
                            |~5.8% chance:
                                           |~4.7% chance:
1-19|1x Elem Guard
                |1x Elem Guard
                             1x Elem Guard
                                           |1x Elem Guard
20-29|1x Elem Guard
                |1x Elem Guard
                             |1x Elem Guard
                                           |1x Elem Guard
 30+|1x Elem Guard
                |1x Elem Guard
                             |1x Elem Guard
                                           |1x Elem Guard
Scan Info: Born of a jewel in Ultimecia's Castle. Responds quickly to
attacks. Counter-attacks immediately.
Location(s): 1. Ultimecia's Castle (Balcony).
Attacks: {Counter Rocket} [Physical Attack, 1 Target, 100% Counterattack]
                   [Physical Attack, 1 Target]
 ----- {Strike}
       {Slap}
                   [Physical Attack, 1 Target]
       Ultima
                   [Magical Attack, All Targets, 100% Final Attack]
|Name: Lefty |
Level Range: 1-100 | HP Range: 1821-13800 | AP: 3 | EXP: 40 (+10)
Level: |
        HP:
            | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
        1821 |
                                33
                                      180
                                              2
  10
        2100 l
                               52
                                      181
  20
        2600
               11
                               72
                                      182
                                              4
  30
        3300 l
                16
                               93
                                      184
        4200
               20
                              113
                                      185
                                                     2
  40
                        4
  50
                25
                              134
                                      187
        5300 l
               29
                              154
  60
        6600 l
                        6
                                      188
                                              8
  70
                                              9
        8100 l
               33
                              174
                                      190
                                                     4
  80
        9800 l
                37
                        8
                               194
                                      191
                                             10
  90
        11700
                        9
                               214
                                      192
                                             11
                40
                               234
 100
        13800 l
                44
                        10
                                      194
                                             12
Ice: |Lightning: |
                       Earth:
                             | Poison: |
                                     Wind:
                                           | Water: |
                                                   Holy:
Silence
                                    Berserk
Death
       Poison |
             Petrify
                    Darkness
                                            Zombie
                                                   Sleep
        80%
                        80%
                               80%
            Reflect
Slow
        Stop
                       Doom
                             |Slow Pet|
                                     Float
                                           Confuse
                                                   Drain
               100%
                                                    100%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Blind, Drain
                                      |DEVOUR: Tastes okay...
     Lvl 20-29: Blind, Drain, Slow
                                            Tastes okay...
     Lvl 30+: Bio, Demi, Quake, Regen
                                            Tastes okay...
STEAL LIST: 25%
                                     Card Rare: ---
                |Card Common: ---
|Lvl: |~69.5% chance:
                |~20% chance:
                             |~5.8% chance:
                                           |~4.7% chance:
1-19|1x Life Ring
                1x Life Ring
                             |1x Life Ring
                                           |1x Life Ring
20-29|1x Life Ring
                |1x Life Ring
                             |1x Life Ring
                                           |1x Life Ring
 30+|2x Life Ring
                2x Life Ring
                             2x Life Ring
                                           2x Life Ring
DROPS LIST: 75%
                Card Drop: ---
Lvl: |~69.5% chance:
                |~20% chance:
                             |~5.8% chance:
                                           |~4.7% chance:
```

```
1-19|3x M-Stone Piece |4x M-Stone Piece |1x Life Ring
                                                 1x Life Ring
20-29 | 1x Life Ring
                   |4x Magic Stone
                                  |6x Magic Stone
                                                 |1x Regen Ring
  30+|2x Life Ring
                   | 4x Wizard Stone | 1x Regen Ring
                                                 2x Regen Ring
Scan Info: A large left hand protruding from the earth. Sometimes cures party
members with status abnormalities.
______
Location(s): 1. Worldmap: Timber Shenand Hill.
 Attacks: Thunder [Magical Attack, 1 Target, Lightning Elemental]
 ----- Thundaga [Magical Attack, 1 Target, Lightning Elemental]
                [Magical Attack, 1 Target, Damage = 25% of Current HP]
        Demi
                [Magical Absorb, 1 Target, Drains HP]
        Drain
                [Magical Attack, All Targets, Earth Elemental]
        Quake
                [Magical Attack, 10 hits]
        Meteor
                [Draws and casts magic]
        Draw
                [Change Status, 1 Ally, Removes bad statuses]
        Esuna
                [Change Status, 1 Ally, Inflicts Regen]
        Regen
               [Change Status, 1 Ally, Inflicts Reflect]
        Reflect
        Slow
                [Change Status, 1 Target, Inflicts Slow]
                [Change Status, 1 Target, Inflicts Stop]
        Stop
                [Magical Attack, 1 Target, Inflicts Poison]
        Bio
                [Change Status, 1 Target, Inflicts Blind]
        Blind
.========.
|Name: Malboro
```

=======	======	=====0=====		=======)=======)======	:======.
Level Ra	ange: 1-1	00 HP Ra	ange: 1410-1	46000	AP: 12	EXP: 220	(+40)
=======================================)======	0=======)=======	0======)======(D======)======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	1410	26	10	4	7	4	0
10	14150	39	11	27	9	6	1
20	28400	53	12	52	10	7	1
30	42750	67	13	78	11	8	2
40	57200	80	15	102	13	10	2
50	71750	94	16	127	14	11	3
60	86400	107	17	152	15	12	3
70	101150	120	18	177	16	14	4
80	116000	133	20	202	18	15	4
90	130950	145	21	226	19	16	5
100	146000	158	22	251	20	18	6
=======	O======	0=======)=======	0======)======(o======c)======
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:
[2x]	[1.5x]	[[]	[Imm]	[-1x]	[]	[]	[]
=======	O======	0=======)=======	0======)======(o======c)======
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep
Slow	Stop	Reflect	Doom	Slow Pet	Float	Confuse	Drain

''		''''
Vit0: Yes Blow Away:	Yes Gravity: Yes	LV Up/Down: Yes The End: Yes
=====================================	emi	DEVOUR: Shouldn't have eaten it Shouldn't have eaten it Increased morale
=====================================	Card Common: Malboro	Card Rare: Tonberry King

100%

100%

```
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
                            1x M. Tentacle
1-19|1x M. Tentacle |1x M. Tentacle
                                        |1x M. Tentacle
20-29|1x M. Tentacle |2x M. Tentacle |3x M. Tentacle
                                        |4x M. Tentacle
 30+|2x M. Tentacle |2x M. Tentacle |4x M. Tentacle |4x M. Tentacle
DROPS LIST: 100% | Card Drop: Malboro
|====0=======0=======|========|======|
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|1x M. Tentacle | 2x Curse Spike
                            3x Curse Spike
                                         4x Curse Spike
|20-29|2x M. Tentacle |3x Curse Spike
                            |4x Curse Spike
                                         |5x Curse Spike
 30+|8x M. Tentacle |10x Curse Spike |1x Hypno Crown |1x Hypno Crown
Scan Info: Uses Bad Breath, which causes all status abnormalities. Be ready
| with status defenses before fighting.
Location(s): 1. Worldmap: Island Closest to Heaven.
Attacks: Bad Breath [Change Status, All Targets, First Attack, Inflicts:
               Darkness, Confuse, Berserk, Slow, Silence, Sleep,
               Slow Petrify, Poison, Curse]
       Eerie Sound Wave [Magical Attack, All Targets]
       Disolving Acid [Physical Attack, 1 Target, Inflicts Vit0,
                   Damage = 37.5% of Current HP]
'-----
```

.=========.

Name: Mes							
Level Ra	ange: 1-1(00 HP Ra	======================================	50	AP: 2	EXP: 15	(+4)
Level:	HP:			Magic:	Spirit:	Speed:	Evasion:
1	460	5	11	6	26	12	0
10	600	13	16	15	33	16	1
20	850	20	22	25	41	20	1
30	1200	28	28	35	50	24	2
40	1650	36	34	45	58	27	3
50	2200	43	40	55	66	31	4
60	2850	50	46	64	75	35	4
70	3600	58	52	74	83	39	5
80	4450	65	58	83	91	42	6
90	5400	72	64	92	100	46	6
100	6450	78	70	101	108	50	7
=======)======()======c)========	0======)=======)======()======
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:
[]	[]	[]	[]	[]	[]	[]	[] [
======================================)========)=======()======
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep
70%	80%	70%	80%	ļ <u> </u>		70%	!
	 '						
Slow	Stop	Reflect	Doom	Slow Pet	Float	Confuse	
90%		100%	80%	70%		60%	100%
 Vit0: Ye	' es Blow =======	 Away: Yes 	 Gravity: Y	'' es	Jp/Down: Ye		 End: Yes ======
DRAW: L		Cure, Esuna			DEVOUR:	Decilious	s!!!
		Cura, Esuna				Refreshir	
!			ına, Dispel,			Refreshir	
!			:=======				
	IST: 50%		Common: Mesi			are: Propa	!
=====0===	=======	===== =====	========	=0======	=======================================)======	=======

```
Lvl: |~69.5% chance:
                    |~20% chance:
                                    |~5.8% chance:
                                                    |~4.7% chance:
1-19|1x M. Blade
                    |1x M. Blade
                                    1x M. Blade
                                                    |1x M. Blade
20-29 | 2x M. Blade
                    2x M. Blade
                                    2x M. Blade
                                                    2x M. Blade
 30+|6x M. Blade
                    |6x M. Blade
                                    6x M. Blade
                                                    6x M. Blade
DROPS LIST: 75%
                    |Card Drop: Mesmerize
Lvl: |~69.5% chance:
                    |~20% chance:
                                   |~5.8% chance:
                                                    |\sim4.7\% chance:
                    |1x M. Blade
1-19|1x Life Ring
                                   |2x Healing Water |3x Healing Water
|20-29|1x Life Ring
                    2x M. Blade
                                    |2x Healing Mail |3x Healing Mail
  30+|4x M.Blade
                   2x Life Ring
                                   2x Regen Ring
                                                   6x Healing Mail
Scan Info: Has a large blade for a horn. This blade has a healing effect when
used as an item or to make magic.
Location(s): 1. Worldmap: Trabia Bika Snowfields.
Attacks: Blade Shot [Physical Attack, 1 Target, Magic Counterattack]
 ----- Blade Slice [Physical Attack, 1 Target]
         {Slice}
                  [Physical Attack, 1 Target]
         The horn broke off! [Sometimes happens after any attack, Will shift
                           to the attacks below]
                 [Physical Attack, 1 Target]
         Hind Kick [Phyiscal Attack, 1 Target]
______
==========
                                                           {BOSS-12}
|Name: Minotaur |
Level Range: 1-75
                  HP Range: 855-36375
                                        | AP: 20 | EXP: 0
              | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
 Level: |
         HP:
          855
                   12
                             60
                                      36
                                               31
                                                       10
  10
          2250
                   35
                             61
                                      48
                                               40
                                                       15
  20
         4750
                   60
                            62
                                      61
                                               51
                                                      19
                                                                2
  30
         8250
                   85
                            63
                                      74
                                               61
                                                      24
                                                                2
       | 12750
                                               72
                  110
                            65
                                     86
                                                      28
                                                                4
  40
  50
        18250
                  134
                            66
                                      99
                                               82
                                                      32
  60
       24750
                  158
                            67
                                     111
                                              93
                                                       37
  70
        32250
                  182
                             68
                                    124
                                              103
                                                       41
  75
        36375
                  194
                             69
                                     130
                                              108
                                                       43
|Lightning: |
                                   | Poison:
                                            Wind:
        Ice:
                           Earth:
                                                    Water:
                                                              Holy:
                            [-1x]
                                   [2x]
                                             [2x]
 Death
        Poison
                Petrify
                         Darkness
                                   |Silence |
                                            Berserk
                                                     Zombie
                                                              Sleep
       Stop
Slow
               Reflect
                            Doom
                                   |Slow Pet|
                                             Float
                                                    Confuse
                                                              Drain
                  100%
                                              50%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Shell, Protect, Berserk, Double DEVOUR: Cannot Devour
      Lvl 20-29: Shell, Protect, Berserk, Double
           30+: Shell, Protect, Berserk, Double
```

Card Common: ---

| Card Rare: ---

STEAL LIST: ---

```
DROPS LIST: 100%
                |Card Drop: Sacred (100%)
Lvl: |~69.5% chance:
                |~20% chance: |~5.8% chance:
                                         |~4.7% chance:
               |8x G-Returner |8x G-Returner
1-19|8x G-Returner
                                         8x G-Returner
20-29|8x G-Returner
               8x G-Returner
                            |8x G-Returner
                                         8x G-Returner
 30+|8x G-Returner
                8x G-Returner
                           8x G-Returner
                                         |8x G-Returner
_______
Scan Info: Sacred's older brother. This Earth GF has healing ability, as long
as his feet are on the ground.
Location(s): 1. Tomb of the Unknown King.
______
Attacks: {Club}
                  [Physical Attack, 1 Target]
 ----- Mad Cow Special [Magical Attack, All Targets, Earth Elemental,
                  Only used when Sacred and Minotaur are both alive]
                  [Physical Attack, All Targets]
Battle Notes: Minotaur has Auto-Regen which can be removed with Float.
.=========.
                                   | FLYING ENEMY | {BOSS-40} |
|Name: Mobile Type 8 |
Level Range: 1-41 | HP Range: 30300-42300 | AP: 40 | EXP: 0
Level:
       HP:
            | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
      30300
               23
                              64
                                           50
      33000
               40
                              80
                                           52
      36000
               58
                      11
                              97
  20
                                           53
      39000
                      11
  30
               76
                             114
                                    10
                                           55
                       12
  40
      42000
               94
                             131
                                     10
                                           57
      1 42300
                       12
                             133
  41
               96
|Lightning:|
                            | Poison: |
                                    Wind:
 Fire:
       Ice:
                      Earth:
                                          Water:
                                                 Holy:
                      [Imm]
              [2x]
| Poison | Petrify
                    Darkness
                            |Silence | Berserk | Zombie |
Death
 Slow
            Reflect
                            |Slow Pet|
                                    Float
      Stop
                      Doom
                                          Confuse
              100%
 Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
______
DRAW: Lvl 1-19: Fire, Blizzard, Thunder, Flare | DEVOUR: Cannot Devour
     Lvl 20-29: Fira, Blizzara, Thundara, Flare
     Lvl 30+: Firaga, Blizzaga, Thundaga, Flare
STEAL LIST: 12.5%
               | Card Mod Common: --- | Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                         ~4.7% chance:
1-19|2x Laser Cannon |2x Laser Cannon |3x Laser Cannon
                                         4x Laser Cannon
20-29 1x Laser Cannon | 2x Laser Cannon | 3x Laser Cannon
                                         4x Laser Cannon
 30+|1x Laser Cannon |2x Laser Cannon |3x Laser Cannon
                                         4x Laser Cannon
DROPS LIST: 100%
                Card Drop: ---
~20% chance: ~5.8% chance:
|Lvl: |~69.5% chance:
                                        |~4.7% chance:
1-19|1x Laser Cannon |2x Laser Cannon |3x Laser Cannon
                                         4x Laser Cannon
20-29 1x Laser Cannon | 2x Laser Cannon | 3x Laser Cannon
                                         |4x Laser Cannon
```

```
30+|1x Laser Cannon |2x Laser Cannon |3x Laser Cannon |4x Laser Cannon
Scan Info: Its beam and laser attacks go far beyond the damage of any modern
weapons.
Location(s): 1. Lunatic Pandora (End Disc 3).
Attacks: {Whip} [Physical Attack, 1 Target]
----- Corona [Physical Attack, All Targets, Reduces HP to 1,
            First attack used in "Mobile Off, Support On" mode]
      Medigo Flame [Magical Attack, All Targets, Ignores Defense,
               Last attack used in "Mobile Off, Support On" mode]
Battle Notes: Mobile Type 8 has two modes, one with it's shoulders attached
    ----- in which it will counterattack against all attacks with Twin
          Homing Laser. The other mode has the shoulders off the body,
          and the main body will use Corona, then Medigo Flame.
          Attacking the shoulders in this mode will result in a Homing
          Laser counterattack from that shoulder.
________
.=========
|Name: Left Probe | (Mobile Type 8)
                                 | FLYING ENEMY | {BOSS-40}
Level Range: 1-41 | HP Range: 5100-9100 | AP: 0 | EXP: 0
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
                     255
      5100
              12
                                  255
                                        50
                                               15
      6000
                     255
                            31
                                 255
                                               17
 10
             24
                                       52
      7000
             37
                     255
                          54
                                  255
                                       53
                                               19
 20
      8000
                     255
 30
             50
                            77
                                  255
                                       55
                                               20
                          100
 40
      9000
             62
                     255
                                  255
                                        57
                                               22
                          102
 41
      9100
                     255
                                  255
             64
                                      57
                                               22
Fire: | Ice: |Lightning: | Earth: | Poison: | Wind: | Water: |
      Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
                          -|----|---|
                          |Slow Pet| Float
     Stop
           Reflect
Slow
                  Doom
                                       Confuse
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: No
DRAW: Lvl 1-19: Cure, Esuna
                                 DEVOUR: Cannot Devour
    Lvl 20-29: Cura, Esuna
    Lvl 30+: Curaga, Esuna
STEAL LIST: 12.5% | Card Mod Common: --- | Card Mod Rare: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|2x Vit Up
              |2x Vit Up
                          4x Vit Up
                                       4x Vit Up
|20-29|2x Vit Up
              2x Vit Up
                          4x Vit Up
                                      4x Vit Up
30+ 2x Vit Up
              2x Vit Up
                         |4x Vit Up
                                      4x Vit Up
_______
              |Card Drop: ---
DROPS LIST: ---
Scan Info: Its beam and laser attacks go far beyond the damage of any modern
```

```
weapons.
______
Location(s): 1. Lunatic Pandora (End Disc 3).
Attacks: {Spin Bash} [Physical Attack, 1 Target]
----- Homing Laser [Blue Magic, 1 Target, Counterattack when loose]
       Twin Homing Laser [Magical Attack, 1 Target, Counterattack when the
       shoulders are on the main body and the main body is attacked]
'-----
                                  | FLYING ENEMY | {BOSS-40}
|Name: Right Probe | (Mobile Type 8)
Level Range: 1-41 | HP Range: 5100-9100
                                | AP: 0 | EXP: 0
HP:
           | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
                      255
       5100
              12
                                   255
                                          50
                                                15
  10
       6000
              24
                      255
                             31
                                   255
                                          52
                                                17
  20
       7000
              37
                     255
                             54
                                   255
                                         53
                                                19
  30
       8000
              50
                     255
                            77
                                   255
                                         55
                                                20
      9000
                      255
                           100
                                  255
                                         57
  40
              62
                                                22
  41
       9100
                      255
                            102
                                   255
                                         57
                                                22
              64
|Lightning: |
                     Earth:
                           | Poison: |
                                  Wind:
       Tce:
                                       Water:
                     [Imm]
Darkness
                           |Silence | Berserk | Zombie
      | Poison | Petrify
Slow
           Reflect
                           |Slow Pet|
                                       | Confuse|
     Stop
                     Doom
                                  Float
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: No
______
DRAW: Lvl 1-19: Cure, Esuna
                                 | DEVOUR: Cannot Devour
    Lvl 20-29: Cura, Esuna
    Lvl 30+: Curaqa, Esuna
_______
               | Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST: 12.5%
~4.7% chance:
Lvl: |~69.5% chance: |~20% chance:
                          |~5.8% chance:
1-19|2x Str Up
               2x Str Up
                          4x Str Up
                                       4x Str Up
|20-29|2x Str Up
               2x Str Up
                          4x Str Up
                                       4x Str Up
               |2x Str Up
                          4x Str Up
 30+|2x Str Up
                                       4x Str Up
DROPS LIST: ---
               |Card Drop: ---
Scan Info: Its beam and laser attacks go far beyond the damage of any modern
weapons.
______
Location(s): 1. Lunatic Pandora (End Disc 3).
Attacks: {Spin Bash} [Physical Attack, 1 Target]
----- Homing Laser [Blue Magic, 1 Target, Counterattack when loose]
       Twin Homing Laser [Magical Attack, 1 Target, Counterattack when the
       shoulders are on the main body and the main body is attacked]
```

```
Level Range: 1-27
             | HP Range: 4400-12200
                              | AP: 20 | EXP: 0
| Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
       HP:
              17
                           52
                                  11
       4400
                     4
                                        5
      7100
             40
                           70
                                  18
 10
                                       10
  20
      10100
              66
                           91
                                  25
                                              3
                                       14
  2.7
      12200
              83
                     8
                           105
                                  31
                                       17
|Lightning: |
                                Wind:
       Ice:
                    Earth:
                         | Poison: |
                                      Water:
                                            Holy:
                           [Imm]
Death
     | Poison | Petrify
                  Darkness
                         Silence
                                Berserk
                                      Zombie
                                            Sleep
           Reflect
                         |Slow Pet|
Slow
     Stop
                    Doom
                                Float
                                     Confuse
                     ___
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Shell, Protect, Esuna, Leviathan DEVOUR: Cannot Devour
    Lvl 20-26: Shell, Protect, Esuna, Leviathan
STEAL LIST: 25%
              |Card Mod Common: ---
                             | Card Mod Rare: ---
Lvl: |~69.5% chance:
              |~20% chance:
                         |~5.8% chance:
                                     |~4.7% chance:
1-19|1x Circlet
              |1x Circlet
                         |1x Circlet
                                     |1x Circlet
20-27|1x Circlet
              |1x Circlet
                         |1x Circlet
                                     |1x Circlet
DROPS LIST: 100%
              |Card Drop: ---
Lvl: |~69.5% chance:
              |~4.7% chance:
1-19 8x Wizard Stone | 8x Wizard Stone | 8x Wizard Stone
                                     |8x Wizard Stone
20-27|8x Wizard Stone |8x Wizard Stone |8x Wizard Stone
                                     |8x Wizard Stone
Scan Info: Master of Balamb Garden. Opposes Headmaster Cid in trying to
control Balamb Garden.
Location(s): 1. Balamb Garden Floor B1.
______
Attacks: Blizzara
              [Magical Attack, 1 Target, Ice Elemental]
----- Water
              [Magical Attack, 1 Target, Water Elemental]
      Psycho Blast [Physical Attack, 1 Target]
              [Change Status, Self, Inflicts Protect]
              [Change Status, Self, Inflicts Shell]
      Shell
              [Change Status, 1 Target, Inflicts Silence]
      Silence
              [Change Status, 1 Target, Inflicts Slow]
      Slow
______
```

	Name: NORG POD										
	=======		=====		=======	0=======)======				
Level Range: 1-27			7 Fixed	d HP: 2000		AP: 0	EXP: 0	1			
	=======)======)=======)=======)======)=======)======)======			
	Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:			
	1	2000	1	150	1	171	56	1			
	10	2000	3	152	7	178	64	1			
	20	2000	4	155	13	186	73	1			
	27	2000	6	156	17	192	80	1			
	 ========)=======)========)=========)=======	0=======)=======)=====			

```
Fire:
         Ice:
              |Lightning: |
                         Earth:
                                 Poison:
                                         Wind:
                                                Water:
                                                        Holy:
              [0.5x]
                                  [Imm]
       Poison | Petrify
                                Silence
 Death
                       Darkness
                                        Berserk
                                                Zombie
                                                        Sleep
               Reflect
                                Slow Pet
 Slow
        Stop
                         Doom
                                         Float
                                                Confuse
                                                        Drain
                                                         100%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
 DRAW: Lvl 1-19: Cure
                                        |DEVOUR: Cannot Devour
     Lvl 20-27: Cura
                                        | DEVOUR: Cannot Devour
STEAL LIST: ---
                  |Card Mod Common: ---
                                        | Card Mod Rare: ---
DROPS LIST: ---
                  |Card Drop: ---
Scan Info: A defense shelter protecting Master NORG. The shelter must be
destroyed in order to attack NORG, who is inside the shelter.
Location(s): 1. Balamb Garden Floor B1.
______
Attacks: No Attacks.
.========.
                                                      {BOSS-23}
|Name: Left Orb |
Level Range: 1-27
                 | HP Range: 57-2865
                                       | AP: 0 | EXP: 0
Level:
        HP:
              | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
          57
                 11
                          255
                                   4
                                          255
                                                  41
  10
                 27
                          255
         685
                                   22
                                          255
                                                  49
  20
         1810
                  43
                          255
                                   42
                                          255
                                                  58
         2865
                          255
                                   56
                                          255
 Fire:
         Ice:
              |Lightning: |
                         Earth:
                                | Poison:
                                         Wind:
                                                Water:
                                                        Holy:
         [Imm]
                [Imm]
                         [Imm]
                                  [Imm]
                                         [Imm]
                                                [Imm]
Death
       | Poison | Petrify
                      Darkness
                                |Silence | Berserk | Zombie |
                                                        Sleep
       Stop
               Reflect
                                |Slow Pet|
                                                Confuse
Slow
                         Doom
                                         Float
                                                        Drain
                                                         100%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW LIST: Lvl 1-19: Thunder, Life
         Lvl 20-27: Thunder, Life, Bio
                                       Card Mod Rare: ---
STEAL LIST: 50%
                  | Card Mod Common: ---
Lvl: |~69.5% chance:
                  |~20% chance: |~5.8% chance:
                                               ~4.7% chance:
1-19|1x Mag Up
                                |3x Mag Up
                  2x Mag Up
                                               4x Mag Up
20-27 | 1x Mag Up
                  2x Mag Up
                               3x Mag Up
                                               4x Mag Up
DROPS LIST: ---
                  |Card Drop: ---
```

```
Scan Info: A defense shelter protecting Master NORG. The shelter must be
destroyed in order to attack NORG, who is inside the shelter.
Location(s): 1. Balamb Garden Floor B1.
Attacks: No Attacks.
==========
                                            {BOSS-23}
|Name: Right Orb |
Level Range: 1-27 | HP Range: 57-2865
                                AP: 0
                                       EXP: 0
| Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
Level:
        HP:
              11
                      255
                             4
                                   255
                                         41
        57
  10
        685
              27
                      255
                             22
                                   255
                                         49
  20
       1810
              43
                      255
                             42
                                   255
                                         58
  27
       2865
                      255
                             56
                                   255
              55
                                         65
|Lightning: |
                          | Poison: |
                                  Wind:
 Fire:
       Ice:
                     Earth:
                                        Water:
                          [Imm]
                                 [Imm]
       [Imm] | [Imm] |
 [Imm]
                     [Imm]
                                       [Imm]
                                               [Imm]
Silence
            Petrify
                                 Berserk
Death
      Poison
                   Darkness
                                        Zombie
 Slow
      Stop
            Reflect
                           Slow Pet
                                  Float
                                        Confuse
                     Doom
                                               Drain
                                               100%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW LIST: Lvl 1-19: Dispel, Confuse, Slow
        Lvl 20-27: Dispel, Confuse, Slow
STEAL LIST: 50%
               | Card Mod Common: --- | Card Mod Rare: ---
|Lvl: |~69.5% chance:
              |~20% chance:
                          |~5.8% chance:
                                       ~4.7% chance:
1-19|1x Spr Up
               2x Spr Up
                          3x Spr Up
                                       4x Spr Up
20-27 | 1x Spr Up
               2x Spr Up
                          3x Spr Up
                                       4x Spr Up
______
DROPS LIST: ---
               | Card Drop: ---
Scan Info: A defense shelter protecting Master NORG. The shelter must be
destroyed in order to attack NORG, who is inside the shelter.
Location(s): 1. Balamb Garden Floor B1.
Attacks: No Attacks.
.=======.
|Name: Ochu |
Level Range: 1-100 | HP Range: 152-40000 | AP: 7 | EXP: 140 (+20)
```

| Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: | Level: HP: 19 9 16 152 20 0 10 1750 35 22 30 16 20 4000 53 24 52 17 6

```
30
         6750
                  70
                           26
                                    74
                                           17
                                                            2
  40
        10000
                  88
                           28
                                    96
                                           18
                                                            2
                                                    8
  50
        13720
                 105
                           30
                                   118
                                           19
                                                    9
        18000
                 122
                           32
                                   140
                                           19
                                                            3
  60
                                                    10
  70
       22750
                 139
                           34
                                   162
                                           20
                                                    11
                                                            4
                 155
  80
        28000
                           36
                                   183
                                           21
                                                    12
                                                            4
  90
                                                            5
        33750
                 171
                           38
                                   205
                                           21
                                                    13
  100
        40000
                 188
                           40
                                   226
                                           2.2
                                                    14
              |Lightning: |
                          Earth:
                                  Poison:
                                           Wind:
                                                          Holy:
  Fire:
         Ice:
                                                  Water:
 [1.5x] | [1.5x] |
                          [Imm]
Death
        Poison |
               Petrify
                        Darkness
                                 Silence
                                          Berserk
                                                  Zombie
                                                          Sleep
 Slow
       Stop
               Reflect
                          Doom
                                 |Slow Pet|
                                           Float
                                                 Confuse
  90%
                 100%
                                                           100%
 Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Silence, Blind
                                          |DEVOUR: Barf...bwahhh!!!
      Lvl 20-29: Silence, Blind, Confuse
                                                 Barf...bwahhh!!!
      Lvl 30+: Silence, Blind, Confuse, Pain
                                                 Barf...bwahhh!!!
______
STEAL LIST: 25%
                   | Card Common: Ochu
                                          | Card Rare: Elvoret
Lvl: |~69.5% chance:
                  |~20% chance: |~5.8% chance:
                                               |~4.7% chance:
1-19|2x Ochu Tentacle |2x Ochu Tentacle |2x Ochu Tentacle |2x Ochu Tentacle
20-29|4x Ochu Tentacle |4x Ochu Tentacle |4x Ochu Tentacle |4x Ochu Tentacle
 30+|8x Ochu Tentacle |8x Ochu Tentacle |8x Ochu Tentacle |8x Ochu Tentacle
DROPS LIST: 100%
                   |Card Drop: Ochu
|Lvl: |~69.5% chance:
                  |~20% chance: |~5.8% chance:
                                                |~4.7% chance:
1-19|2x Magic Stone |1x Ochu Tentacle |3x Magic Stone
                                                2x Ochu Tentacle
20-29|3x Ochu Tentacle |4x Ochu Tentacle |6x Magic Stone
                                                8x Magic Stone
 30+|8x Ochu Tentacle |8x Wizard Stone |8x Wizard Stone |1x Force Armlet
Scan Info: Likes to live in forests. Attacks with its tentacles and also uses
status-changing attacks.
Location(s): 1. Worldmap: Island Closest to Heaven.
Attacks: {Tentacle} [Physical Attack, 1 Target, Inflicts Poison]
 ---- Ochu Dance [Change Status, All Targets, First Attack,
                   Inflicts Curse + Slow]
        Drink Magic [Magical Attack, 1 Target, Magic Counterattack,
                   Randomly removes 1 magic from target (Ex: 1 Fire)]
        Earthquake [Magical Attack, All Targets, Earth Elemental]
                  [Change Status, 1 Target, Removes good statuses]
        Dispel
                  [Change Status, 1 Target, Inflicts Sleep]
        Sleep
                  [Change Status, 1 Target, Inflicts Blind]
        Blind
_______
```

```
1
       1300
                4
                      121
                              26
                                    151
                                           1
                                                  0
                      130
                                    158
  10
       4000
               18
                              45
                                                  2
                                           6
  20
       7000
               33
                      140
                              64
                                    166
                                           10
                                                  4
  30
      10000
               47
                      150
                              84
                                    174
                                           15
                                                  6
  40
      13000
               61
                      159
                             103
                                    182
                                           19
                                                  8
      16000
               75
                             122
                                    191
  50
                      169
                                           23
                                                 10
      19000
               89
                      179
                             140
                                    198
  60
                                           28
                                                 12
      22000
              103
                      189
                             159
                                    207
                                           32
                                                 14
              117
                      199
                             177
  80
      25000
                                    215
                                           36
                                                 16
  90
      28000
              130
                      209
                             195
                                    223
                                           41
                                                 18
       31000
              143
                      218
                             212
                                    231
                                                 20
 100
                                           45
Tce:
            |Lightning: |
                      Earth:
                           | Poison: |
                                   Wind:
                                         Water:
                                                Holy:
|Silence |
      Poison | Petrify
                    Darkness
                                  Berserk
                                         Zombie
                                                Sleep
                           -1-----1
             Reflect
                           Slow Pet
       Stop
                      Doom
                                   Float
                                         Confuse
Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes
______
DRAW: Lvl 1-19: Stop, Death, Double, Triple
                                  | DEVOUR: Cannot Devour
     Lvl 20-29: Stop, Death, Double, Triple
        30+: Stop, Death, Double, Triple
______
               | Card Mod Common: ---
STEAL LIST: 25%
                                 Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Luck-J Scroll |1x Luck-J Scroll|1x Luck-J Scroll
                                        |1x Luck-J Scroll
20-29|1x Luck-J Scroll |1x Luck-J Scroll|1x Luck-J Scroll |1x Luck-J Scroll
30+|1x Luck-J Scroll |1x Luck-J Scroll|1x Luck-J Scroll |1x Luck-J Scroll
DROPS LIST: 100%
               |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|8x G-Mega-Potion |8x G-Mega-Potion|8x G-Mega-Potion |8x G-Mega-Potion
20-29|8x G-Mega-Potion |8x G-Mega-Potion|8x G-Mega-Potion |8x G-Mega-Potion
 30+|8x G-Mega-Potion |8x G-Mega-Potion|8x G-Mega-Potion |8x G-Mega-Potion
Scan Info: A legendary GF that sleeps in a dungeon. Zantetsuken cuts anything
that stands in its way.
Location(s): 1. Centra Ruins.
|-----|
Attacks: Zantetsuken [Physical Attack, All Targets, 100% Un-defendable Death,
               Only used if the timer runs out]
```

Name: Oi! 	lboyle 		{BOSS-21}				
Level Ra	ange: 1-1	00 HP Ra	ange: 2136-49	 988	AP: 10	EXP: 40	(+10)
======0======0=========================)======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	2136	37	47	26	76	6	0
10	3120	55	60	38	80	6	1
20	4270	75	76	51	86	6	1
30	5480	95	91	64	91	6	2

```
40
        6750
              115
                      107
                               76
                                     97
                                            6
                                                   3
              135
                      122
  50
       8080
                              89
                                     102
                                            6
                                                   4
  60
       9470
              155
                      138
                             101
                                    108
                                            6
                                                   4
              174
  70
      10920
                      153
                             113
                                    113
                                            6
                                                   5
              194
  80
      12430
                      169
                             125
                                    119
                                            6
      14000
                      184
                             137
                                                   6
  90
              213
                                    124
                                            6
               232
                              149
 100
      15630
                      200
                                     130
Wind:
       Ice:
            |Lightning: | Earth:
                            | Poison: |
                                         | Water: |
                                                 Holy:
                                         [Imm]
                    Darkness
                            |Silence | Berserk | Zombie
      | Poison | Petrify
Death
                                                 Sleep
        50%
                              80%
                                                  8 N &
             Reflect
                            |Slow Pet|
Slow
      Stop
                      Doom
                                    Float
                                          Confuse
                                                 Drain
 90%
              100%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Esuna, Blind, Cure, Confuse | DEVOUR: Cannot Devour
     Lvl 20-26: Esuna, Blind, Cura, Confuse
STEAL LIST: 25%
               | Card Mod Common: ---
                                  | Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                         |~4.7% chance:
1-19|4x Fuel
                4x Fuel
                            4x Fuel
                                         4x Fuel
20-29|4x Fuel
                4x Fuel
                           4x Fuel
                                         |4x Fuel
                           2x Orihalcon
 30+|8x Fuel
                8x Fuel
                                         2x Orihalcon
DROPS LIST: 100%
                |Card Drop: ---
Lvl: |~69.5% chance:
               |~4.7% chance:
1-19 8x Wizard Stone | 8x Wizard Stone | 8x Wizard Stone
                                         |8x Wizard Stone
|8x Wizard Stone
 30+|8x Wizard Stone |8x Wizard Stone |1x Orihalcon
                                         |1x Orihalcon
Scan Info: This creature lives underground. Its slimy body is full of oil.
Attacks by spitting oil.
Location(s): 1. Balamb Garden MD Levels. (BOSS)
          2. Deep Sea Research Center (Steam Supply Room).
______
              [Physical Attack, 1 Target]
Attacks: {Suck}
 ----- Oil Shot
              [Physical Attack, 1 Target, Inflicts Darkness]
       Oil Blast [Physical Attack, 1 Target, Damage = 62.5% of Current HP,
               100% Hit, Counterattack when below 1/3rd of Max HP]
       Sonic Wave [Magical Attack, All Targets, Inflicts Curse]
Battle Notes: As a boss, Oilboyle's Max Level is 26 and drops no Exp.
______
.=========.
                                               {BOSS-52}
Name: Omega Weapon
Level Range: 1-100* | HP Range: 111105-1161000 | AP: 250 | EXP: 0
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
      | 111105 |
              67
                      61
                              70
                                    121
                                           61
      202500
              113
                       65
  10
                             128
                                    125
                                           61
```

70

193

131

61

20

305000

```
30
        408500
                213
                          76
                                  255
                                          136
                                                  61
                                                          2
        513000
                                  255
                                                          2
  40
                255
                          81
                                          142
                                                  61
  50
        618500
                255
                          86
                                  255
                                          147
                                                  61
                                                          3
  60
       725000
                255
                          92
                                  255
                                          153
                                                  61
                                                          3
                          97
  70
       832500
                255
                                  255
                                          158
                                                  61
                                                          4
       941000
                255
                                  255
  80
                         102
                                          164
                                                  61
                                                          4
                                          169
  90
       1050500
                255
                                  255
                         108
                                                  61
 100
      11161000
                255
                         113
                                  255
                                          175
                                                  61
Fire:
             |Lightning: |
                         Earth:
                                 Poison:
                                         Wind:
                                                Water:
                                                        Holy:
         Ice:
 [-1x] |
         [-1x]
                [-1x]
                                  [-1x]
                                         [-1x]
                         [-1x]
                                                [-1x]
                                                        [-1x]
Death
        Poison |
               Petrify
                       Darkness
                                Silence
                                        Berserk
                                                Zombie
                                                        Sleep
Slow
       Stop
               Reflect
                         Doom
                                Slow Pet
                                         Float
                                                Confuse
Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Flare, Holy, Meteor, Ultima
                                        DEVOUR: Cannot Devour
     Lvl 20-29: Flare, Holy, Meteor, Ultima
          30+: Flare, Holy, Meteor, Ultima
______
STEAL LIST: ---
                  |Card Mod Common: ---
                                        | Card Mod Rare: ---
______|
DROPS LIST: 100%
                  |Card Drop: ---
Lvl: |~69.5% chance:
                  |~20% chance:
                                |~5.8% chance:
                                               |~4.7% chance:
1-19|1x Three Stars
                  |1x Three Stars
                                |1x Three Stars
                                               1x Three Stars
20-29 | 1x Three Stars
                  |1x Three Stars
                                |1x Three Stars
                                               |1x Three Stars
                  |1x Three Stars |1x Three Stars
 30+ 1x Three Stars
                                               |1x Three Stars
Scan Info: Stronger than Ultima Weapon, Omega Weapon is the strongest
monster. It is bad luck to run into this monster.
______
Location(s): 1. Ultimecia's Castle (Chapel).
                 [Magical Attack, All Targets, Inflicts Death to anyone
Attacks: Lv5 Death
                   with a Level divisable by 5]
                  [Magical Attack, 10 hits]
        Meteor
        Medigo Flame [Physical Attack, All Targets, Fixed Damage = 9998]
                  [Magical Attack, All Targets, Damage = 75% Current HP]
        Gravija
        Terra Break [Physical Attack, 12 hits]
                  [Magical Attack, All Target]
        Light Pillar [Physical Attack, 1 Target, Fixed Damage = 9999]
        {Slash}
                  [Physical Attack, 1 Target, Used throughout the above
                   pattern randomly]
Battle Notes: In the Playstation Version, Omega's Weapon Lvl is always 100.
```

.========.

|Name: Paratrooper | |========

705

28

10

30

45

12

6

```
20
         880
                45
                        38
                               49
                                      45
                                             13
                       39
                                                    9
  30
        1125
                63
                               69
                                      45
                                             14
  40
        1440
                80
                       41
                               89
                                      46
                                             14
                                                    9
               97
  50
        1825
                       42
                              108
                                      46
                                             15
                                                   11
                       43
  60
        2280
               114
                              127
                                      46
                                             16
                                                   12
  70
        2805
               131
                       44
                              147
                                      47
                                             17
                                                   13
        3400
               148
                       46
                                      47
                                             18
                                                   14
  80
                              166
  90
        4065
               164
                       47
                              185
                                      47
                                             19
                                                   15
        4800
               180
                               203
 100
                       48
                                      48
                                             19
                                                   16
|Lightning: |
                       Earth:
                             Poison:
                                     Wind:
                                           Water:
                               [x2]
|Silence | Berserk | Zombie |
      | Poison | Petrify
                    Darkness
 100%
        100%
               100%
                       80%
                              100%
                                      100%
                                             100%
                                                   100%
      Stop
             Reflect
                             |Slow Pet|
                                     Float
                                           Confuse
Slow
                       Doom
 90%
       50%
               100%
                       80%
                             100%
                                     100%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Aero, Water, Esuna
                                    DEVOUR: Cannot Devour
     Lvl 20-29: Aero, Water, Esuna
        30+: Aero, Water, Esuna
STEAL LIST: 78.125%
                |Card Common: ---
                                    | Card Rare: ---
|~20% chance:
Lvl: |~69.5% chance:
                             |~5.8% chance:
                                          |~4.7% chance:
1-19|1x Remedy
                1x Remedy
                             1x Remedy
                                          1x Remedy
20-29|1x Remedy
                1x Remedy
                             1x Remedy
                                          1x Remedy
 30+|1x Remedy
                1x Remedy
                             1x Remedy
                                          1x Remedy
DROPS LIST: 50%
                |Card Drop: ---
Lvl: |~69.5% chance:
                ~20% chance:
                             |~5.8% chance:
                                          |~4.7% chance:
                                          1x Remedy
1-19|1x Potion
                | 1x Phoenix Down | 1x Remedy
20-29|1x Potion
                | 1x Phoenix Down | 1x Remedy
                                          1x Remedy
 30+|1x Potion
                | 1x Phoenix Down | 1x Remedy
                                          1x Remedy
Scan Info: Soldier assigned to Galbadia Garden. Specializes in sneak attacks.
Much stronger than regular soldiers.
_______
Location(s): 1. Balamb Garden (Disc 2: Garden Clash).
______
Attacks: {Sword} [Physical Attack, 1 Target]
            [Magical Attack, 1 Target, Damage = 25% of Current HP]
 ----- Demi
       Silence [Change Status, 1 Target, Inflicts Silence]
             [Change Status, 1 Target, Inflicts Slow]
       Remedy [Item, 1 Ally, Removes bad statuses]
______
.=========.
                                                {BOSS-35}
Name: Propagator
Level Range: 1-42 | HP Range: 1100-5200 | AP: 5 | EXP: 0
```

Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: | 1100 42 36 38 76 2000 37 10 60 8 38 77 3000 81 16 2 20 38 38

30	4000	101		39	24	38	79	3
40	5000	122	2	41	31	39	79	3
42	5200	126	5	41	33	39	80	4
=====================================)======()===== T	====()=======()======(Poison:)======()======(Water:)======
	Ice:	Lightr	ı muð•	Earth:		Wind:	water•	Holy:
[])	 =====)=====================================	[Imm] 	L		[] -======
Death	Poison	 Petri			Silence	Berserk		Sleep
j j		j		i				
Slow	Stop	\mid Refle	ect	Doom	Slow Pet	Float	Confuse	Drain
				Gravity: Ye				
======== DRAW: Lx				======== ure, Esuna, I		======= DEVOUR: (
				Cura, Esuna, Cura, Esuna,			<u> </u>	<u> </u>
				Curaga, Esuna				
======		=====	====	========				
STEAL LI				Mod Common:		Card Mod		
	======== 9.5% chan	ļ.		======================================)======= ~5.8% cha)======= ~4.7% cha	
	%.5% chanc Wizard St			cnance: izard Stone			~4./% cna 6x Wizaro	
	Wizard St			izard Stone	!		6x Wizard 6x Wizard	
	Wizard St			izard Stone	<u>'</u>		6x Wizaro 6x Wizaro	
	=======			==== <u>===</u> ===	=======================================	=======	=== <u>==</u> ==	=======
DROPS LI				Drop:)======	=======================================)======	
	9.5% chan	ļ.			- ~5.8% cha		- ~4.7% cha	
1-19 1x	S/D/F/A S	Stone	1x P	/H/M/D Stone	1x A/U/U/	/U Stone	1x D/U/U,	/U Stone
20-29 1x	S/D/F/A S	Stone	1x P	/H/M/D Stone	1x A/U/U/	/U Stone	1x D/U/U/	/U Stone
30-42 1x	S/D/F/A	Stone	1x P	/H/M/D Stone	1x A/U/U/	/U Stone	1x D/U/U,	/U Stone
				=======================================				
				get only ONE				
				t, D = Death				
				in the space				
				that moves v			y-vioienc	111
				========			=======	=======
	n(s): 1. I							
=========== Attacks: BiteBite [Physical Attack, 1 Target, 100% Critical]								
{Punch} [Physical Attack, 1 Target]								
Thundaga [Magical Attack, 1 Target, Lightning Elemental]								
	Silence	[Char	nge S	tatus, 1 Targ	get, Infli	icts Silend	ce]	
	Blind	[Char	nge S	tatus, 1 Targ	get, Infli	lcts Darkne	ess]	
'======	======		====	========	=======		======	=======

.=======. |Name: PuPu |

=======	=======	=====0=====	-=======:	========)=======)======:	=======.
Level Range: 1-100				AP: 0	EXP: 0	ļ	
=======)======	0========)========)======)=======()======	D======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	10	3	2	2	2	26	0
10	10	11	6	3	6	28	1
20	10	18	12	5	12	30	1
30	10	26	17	6	17	32	2
40	10	33	23	7	23	34	2
50	10	40	28	9	28	35	3

```
60
          10
                  47
                            34
                                     10
                                            34
                                                     38
                                                             3
   70
          10
                  54
                           39
                                     11
                                            39
                                                     39
                                                             4
   80
          10
                  61
                           45
                                     12
                                            45
                                                     41
                                                             4
   90
          10
                  67
                                     13
                                            50
                                                     43
                           50
  100
                  73
                            56
                                     13
                                            56
          10
               |Lightning: |
  Fire:
         Ice:
                           Earth:
                                   Poison:
                                           Wind:
                                                   Water:
                                    [x2]
Petrify
                         Darkness
                                  Silence
                                                   Zombie
 Death
        Poison
                                          Berserk
                                                           Sleep
                                  Slow Pet
 Slow
        Stop
                Reflect
                           Doom
                                            Float
                                                   Confuse
                                                           Drain
 Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: Yes | The End: Yes
 DRAW: Lvl 1-19: Fire, Thunder, Blizzard, Cure
                                            DEVOUR: No good!
      Lvl 20-29: Fira, Thundara, Blizzara, Cura
                                                   Barf...Bwahhh!!!
           30+: Firaga, Thundaga, Blizzaga, Curaga
                                                  Light on my feet!
STEAL LIST: ---
                   |Card Common: ---
                                            | Card Rare: ---
 DROPS LIST: 100%
                   |Card Drop: PuPu Card (100%)
Lvl: |~69.5% chance:
                   |~20% chance:
                                  |~5.8% chance:
                                                 |~4.7% chance:
1-19|1x Accelerator
                   |1x Accelerator
                                  |1x Accelerator
                                                  |1x Accelerator
                   |1x Accelerator
20-29|1x Accelerator
                                  |1x Accelerator
                                                 |1x Accelerator
  30+|1x Accelerator
                   |1x Accelerator
                                  |1x Accelerator
                                                 |1x Accelerator
Scan Info: An alien from another planet. Someone destroyed its UFO, and the
alien is in need of help.
Location(s): 1. Worldmap: Balamb Garden Crater (after all UFO encounters).
 Attacks: 'Elixir please'
                          [Asks for Elixirs]
 ----- 'More Elixir please' [Keeps asking for more Elixirs]
         'Thank you!'
                          [After 5x Elixir has been give, will drop the
                           PuPu Card, but not the Accelerator]
 Battle Notes: - Accelerator is only dropped if you kill PuPu regularly.
             - PuPu Card is only dropped if you give it 5x Elixir. Since the
              card is unique and one of a kind, I suggest going for this.
_______
|Name: Raijin | (1st time)
                                                        {BOSS-27}
Level Range: 1-100 | HP Range: 400-40000
                                         | AP: 10 | EXP: 0
Level:
                Strength: | Vitality: | Magic: | Spirit: | Speed:
                                                          Evasion:
                           42
          400
                  32
                                                     10
                                                             2
  10
         4000
                  50
                           57
                                     13
                                                    12
```

20 8000 70 75 24 13 3 29 11600 88 91 34 15 3 100 40000 ?? ?? うう ?? うう ?? Fire: Ice: |Lightning: Earth: Poison: Wind: Water: Holy: [1.5x] [-1x]

```
Petrify
                     Darkness
                             Silence
                                                   Sleep
 Death
       Poison
                                     Berserk
                                            Zombie
                        60%
                               20%
                                                    60%
       Stop
              Reflect
                             Slow Pet
Slow
                                     Float
                                            Confuse
                                                   Drain
                       Doom
 60%
               100%
                                                    40%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Thunder, Thundara, Shell, Protect | DEVOUR: Cannot Devour
     Lvl 20-29: Thunder, Thundara, Shell, Protect
         30+: Thunder, Thundara, Shell, Protect
                | Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST: 25%
Lvl: |~69.5% chance:
                 |~20% chance:
                             |~5.8% chance:
                                           |~4.7% chance:
1-19|2x Str Up
                 2x Str Up
                             2x Str Up
                                           2x Str Up
|20-29|2x Str Up
                 2x Str Up
                             2x Str Up
                                           2x Str Up
 30+|2x Str Up
                 2x Str Up
                             2x Str Up
                                           2x Str Up
DROPS LIST: 100%
                 |Card Drop: ---
Lv1: |~69.5% chance:
                |~20% chance:
                             |~5.8% chance:
                                           ~4.7% chance:
1-19|1x Str Up
                 |1x Str Up
                             |1x Str Up
                                           |1x Str Up
20-29|1x Str Up
                 |1x Str Up
                             |1x Str Up
                                           |1x Str Up
 30+|1x Str Up
                 |1x Str Up
                             |1x Str Up
                                           |1x Str Up
Scan Info: Looking for Ellone with Fujin. Good at physical attacks. Tries to
act cool around other people.
Location(s): 1. Balamb (under lockdown; Disc2).
Attacks: {Strike} [Physical Attack, 1 Target]
______
.========.
|Name: Raijin | (2nd time)
                                                {BOSS-28}
Level Range: 1-29 | HP Range: 400-11600
                                   | AP: 10 | EXP: 0
Level:
        HP:
            | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
                32
                        42
        400
        4000
                50
                        57
                                13
                                       3
                                             12
                                                     3
                        75
  20
        8000
                                24
                                       6
                                             13
  29
       11600
                88
                        91
                                34
                                       8
                                             15
Ice:
            |Lightning: |
                       Earth:
                             Poison:
                                     Wind:
                                           Water:
              [-1x]
                             | [1.5x] |
             Petrify
                     Darkness
                             Silence
                                     Berserk
                                            Zombie
Death
       Poison |
                                                   Sleep
                        60%
                               20%
                                                    60%
Slow
             Reflect
                             |Slow Pet|
                                           Confuse
                                                   Drain
      Stop
                       Doom
                                     Float
 60%
               100%
                                                    40%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
 DRAW: Lvl 1-19: Thunder, Thundara, Shell, Protect | DEVOUR: Cannot Devour
     Lvl 20-29: Thunder, Thundara, Shell, Protect |
```

```
| Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST: 25%
|~20% chance: |~5.8% chance:
Lvl: |~69.5% chance:
                                      |~4.7% chance:
1-19|2x Str Up
               2x Str Up
                          2x Str Up
                                      2x Str Up
|20-29|2x Str Up
               2x Str Up
                         2x Str Up
                                      2x Str Up
DROPS LIST: 100%
               Card Drop: ---
|Lvl: |~69.5% chance:
              |~20% chance:
                         |~5.8% chance:
                                      |~4.7% chance:
1-19|1x Str Up
               1x Str Up
                          |1x Str Up
                                      1x Str Up
|20-29|1x Str Up
              |1x Str Up
                         |1x Str Up
                                      1x Str Up
FIXED DROP: Combat King 002 (100%)
______
Scan Info: Looking for Ellone with Fujin. Good at physical attacks. Tries to
act cool around other people.
Location(s): 1. Balamb (under lockdown; Disc2).
______
Attacks: {Strike}
               [Physical Attack, 1 Target]
----- Hi-Potion
               [Item, Self, Recovers 1000 HP]
      Raijin Special [Physical Attack, 1 Target, 100% Critical]
______
.========.
|Name: Raijin | (3rd time)
                                           {BOSS-38}
Level Range: 1-43 | HP Range: 5400-22200 | AP: 12 | EXP: 0
| Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
Level:
      HP:
       5400
              32
                     52
                                        30
  10
      9000
              53
                     69
                            13
                                        32
     | 13000
             75
 20
                    88
                            24
                                  6
                                        33
 30
     17000
              98
                    106
                            36
                                  8
                                        35
     21000
             120
 40
                    125
                            47
                                 11
                                        37
 43
     22200
             127
                    130
                            50
                                 12
                                        37
     22600
             129
                    132
                            51
 44
                                 12
                                        37
Fire: | Ice:
                                Wind:
           |Lightning: |
                    Earth:
                          | Poison: |
                                      | Water: |
           [-1x]
                          [1.5x]
                          Silence
      Poison | Petrify
                  Darkness
                                Berserk
                                      Zombie
                     60%
                           20%
                                              60%
           Reflect
                          |Slow Pet|
Slow
     Stop
                    Doom
                                 Float
                                      Confuse
                                             Drain
 60%
             100%
                                              40%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
______
                                 | DEVOUR: Cannot Devour
DRAW: Lvl 1-19: Thunder, Protect, Shell
    Lvl 20-29: Thunder, Thundara, Protect, Shell
    Lvl 30+: Thundara, Thundaga, Protect, Shell
_______
STEAL LIST: 25%
              | Card Mod Common: --- | Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                     |~4.7% chance:
1-19|1x Power Wrist
              | 1x Power Wrist | 1x Power Wrist
                                      |1x Power Wrist
20-29 | 1x Power Wrist | 1x Power Wrist | 1x Power Wrist
                                      |1x Power Wrist
 30+|1x Power Wrist |1x Power Wrist |1x Power Wrist
                                      |1x Power Wrist
```

```
DROPS LIST: 100%
                  |Card Drop: ---
Lvl: |~69.5% chance:
                  |~20% chance:
                               |~5.8% chance:
                                              |~4.7% chance:
1-19|3x Str Up
                  4x Str Up
                               |5x Str Up
                                              6x Str Up
|20-29|3x Str Up
                  4x Str Up
                               |5x Str Up
                                              6x Str Up
 30+|3x Str Up
                  4x Str Up
                               |5x Str Up
                                             6x Str Up
Scan Info: Works with Fujin and Seifer. Still relies on his strength, but can
now use support magic as well.
_______
Location(s): 1. Lunatic Pandora (end Disc 3).
Attacks: {Strike}
                   [Physical Attack, 1 Target]
 ----- {Fist}
                   [Physical Attack, 1 Target]
                   [Change Status, Self, Inflicts Aura, When under Aura
        Aura
                    Raijin's Strength will be doubled]
        Raijin Special [Physical Attack, 1 Target, 100% Critical]
.========.
|Name: Raldo
                                                     {BOSS-7}
AP: 3 | EXP: 40 (+10)
Level Range: 1-11 | HP Range: 111-287
Level:
         HP:
             | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
         111
                         32
                                         57
                                                30
                 8
                                  22
                                         74
         265
                         54
                                                32
  11
                 9
                                        76
         287
                         56
                                  24
                                                32
                                                        n
                         78
  20
         540
                16
                                  43
                                        94
                                                33
  30
         925
                23
                        102
                                 65
                                        113
                                                35
  40
        1420
                30
                        125
                                 86
                                        132
                                                37
  50
                37
                                107
                                        151
        2025
                        149
                                                38
                                                        2
                                128
                                       171
  60
        2740
                44
                        173
                                                40
                                                        2
                        197
                                       190
  70
        3565
                51
                                 149
                                                42
                                 170
  80
        4500
                58
                        220
                                        209
                                                43
  90
        5545
                         244
                                 191
                                        228
                                                45
                72
 100
        6700
                         268
                                 212
                                        248
                                                47
Ice:
             |Lightning: |
                         Earth:
                               | Poison:
                                        Wind:
                                              Water:
                                  [] [
                               Silence
 Death
        Poison |
              Petrify
                       Darkness
                                       Berserk
                                              Zombie
  20%
         40%
                         60%
             Reflect
                               |Slow Pet|
 Slow
       Stop
                         Doom
                                        Float
                                              Confuse
  90%
        10%
                100%
                         40%
                                                       100%
Vit0: Yes | Blow Away: 80% | Gravity: Yes | LV Up/Down: Yes | The End: Yes
 DRAW: Lvl 1-19: Fire, Thunder, Protect
                                       DEVOUR: Cannot Devour
     Lvl 20-29: Fira, Thundara, Protect
     Lvl 30+: Firaga, Thundaga, Protect
                  Card Common: ---
                                      Card Rare: ---
STEAL LIST: 25%
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                            |~4.7% chance:
1-19|8x Wizard Stone |8x Wizard Stone |8x Wizard Stone
                                             |8x Wizard Stone
20-29 8x Wizard Stone 8x Wizard Stone 8x Wizard Stone
                                             |8x Wizard Stone
  30+|8x Wizard Stone |8x Wizard Stone |8x Wizard Stone |8x Wizard Stone
```

```
DROPS LIST: 100%
                  |Card Drop: ---
|~20% chance:
Lvl: |~69.5% chance:
                              |~5.8% chance:
                                             |~4.7% chance:
                 |4x Wizard Stone |4x Wizard Stone
1-19|4x Wizard Stone
                                             |4x Wizard Stone
20-29|4x Wizard Stone |4x Wizard Stone |4x Wizard Stone
                                             |4x Wizard Stone
 30+|4x Wizard Stone |4x Wizard Stone |4x Wizard Stone
                                             4x Wizard Stone
Scan Info: May look slow due to its stone-like body, but it is actually quite
fast. May appear in numbers.
Location(s): 1. Balamb Garden Training Center.
Attacks: {Claw} [Physical Attack, 1 Target, Only used when Granaldo is dead]
______
=========.
Name: Red Bat
                                                 FLYING ENEMY
Level Range: 1-100
                | HP Range: 23-1820
                                     | AP: 1
                                             | EXP: 8 (+3)
Level: |
         HP:
              Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
          23
                          2
                                         4
                                                 6
                                                        10
                10
  10
          65
                                         6
                                                       12
  20
         140
                19
                         12
                                         8
                                                9
                                                       13
  30
         245
                 27
                         17
                                 14
                                                       15
                 34
                         23
                                        12
  40
         380
                                 18
                                                11
                                                       17
                 40
                                        14
                                                       18
         545
                         28
                                 22
                                                12
  60
         740
                 44
                         34
                                 26
                                        16
                                                12
                                                       20
                         39
  70
         965
                 48
                                 30
                                        18
                                                15
                                                        22
  80
        1220
                 50
                         45
                                 33
                                        20
                                                16
                                                        23
  90
        1505
                 51
                         50
                                 36
                                        22
                                                17
                                                        25
 100
        1820
                 51
                         56
                                 40
                                        24
                                                19
                                                        27
|Lightning: |
                                       Wind:
        Ice:
                        Earth:
                               Poison:
                                              Water:
                                                      Holy:
                        [Imm]
                                [2x]
                                        [2x]
Death
       Poison
              Petrify
                      Darkness
                               Silence
                                       Berserk
                                              Zombie
                                                      Sleep
 70%
        80%
                70%
                                 80%
                                        60%
                                                70%
                                                       80%
Slow
      Stop
              Reflect
                        Doom
                               |Slow Pet|
                                       Float
                                              Confuse
                                                      Drain
 90%
        50%
                         80%
                                 70%
                100%
                                                60%
                                                       100%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Thunder, Scan
                                        |DEVOUR: Tastes okay...
     Lvl 20-29: Thundara, Scan, Drain
                                              Tastes okay...
        30+: Thundara, Scan, Drain
                                              Tastes okay...
STEAL LIST: 75%
                                       Card Rare: X-ATM092
                 |Card Common: Red Bat
|~20% chance: |~5.8% chance:
|Lvl: |~69.5% chance:
                                             |~4.7% chance:
1-19|1x Vampire Fang |1x Vampire Fang |1x Vampire Fang
                                             | 1x Vampire Fang
20-29|1x Vampire Fang |2x Vampire Fang |2x Vampire Fang
                                             |2x Vampire Fang
 30+|2x Vampire Fang |2x Vampire Fang |2x Vampire Fang
                                             2x Vampire Fang
DROPS LIST: 75%
                 |Card Drop: Red Bat
Lvl: |~69.5% chance:
                  |~20% chance:
                              |~5.8% chance:
                                             |~4.7% chance:
```

```
20-29|1x Magic Stone |1x Vampire Fang |2x Magic Stone
                                       2x Vampire Fang
 30+|1x Wizard Stone | 1x Vampire Fang | 2x Wizard Stone | 2x Vampire Fang
Scan Info: A type of bat with a huge mouth. Lurks in dark places. Dives
quickly from the air to bite its target.
______
Location(s): 1. Fire Cavern.
                  [Physical Attack, 1 Target]
Attacks: {Fang}
----- Vampire
                 [Physical Absorb, 1 Target, Drains HP, Only used
                  when it falls below 50% of Max HP]
      Ultrasonic Waves [Magical Attack, 1 Target, Inflicts Confuse]
==========
                                             {BOSS-47}
|Name: Red Giant |
Level Range: 1-52 | HP Range: 30000 | AP: 30 | EXP: 0
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
     30000
               26
                     255
                             2
                                  255
    30000
                     255
 10
               44
                                   255
                                  255
     30000
  20
               63
                     255
 30
     30000
               82
                     255
                                  255
                                          8
  40
     30000
              101
                     255
                                   255
                                                2
  50
     30000
              119
                     255
                                   255
     30000
              123
                      255
                                   255
                                          11
  52
Fire: | Ice: |Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
                          [ Imm ]
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie |
                     80%
     Stop
           | Reflect | Doom
                          |Slow Pet| Float
Slow
                                       | Confuse | Drain
 30%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
______
DRAW: Lvl 1-19: Demi, Pandemona
                                 DEVOUR: Cannot Devour
    Lvl 20-29: Demi, Pandemona
                                 | DEVOUR: Cannot Devour
     Lvl 30+: Demi, Pandemona
                                 |DEVOUR: Cannot Devour
STEAL LIST: ---
              | Card Mod Common: --- | Card Mod Rare: ---
DROPS LIST: 100% | Card Drop: ---
1-19|1x Diamond Armor |1x Diamond Armor |1x Diamond Armor |1x Diamond Armor
20-29|1x Diamond Armor |1x Diamond Armor |1x Diamond Armor |1x Diamond Armor
 30+|1x Diamond Armor |1x Diamond Armor |1x Diamond Armor |1x Diamond Armor
Scan Info: A giant machine powered by magic. Its high defensive power makes
it difficult to damage, except with magic or GF.
|<del>-----</del>
Location(s): 1. Ultimecia's Castle (Prison Cell).
Attacks: {Sword} [Physical Attack, 1 Target]
 ----- Gigantic Sword [Physical Attack, All Targets]
```

1-19|1x M-Stone Piece |1x M-Stone Piece|1x Vampire Fang |1x Vampire Fang

{Lose Sword} [Loses sword when it falls below 9000 HP] {Punch} [Physical Attack, 1 Target, Used after losing sword] .========. |Name: Righty | Level Range: 1-100 | HP Range: 1821-13800 | AP: 3 | EXP: 40 (+10) | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: | Level: | HP: 1821 12 80 10 2.4 2100 82 4 3 20 2600 38 85 4 3300 52 2 30 87 11 40 4200 65 90 15 6 78 50 5300 92 18 8 2 91 21 60 6600 95 8 70 8100 105 97 24 9 9 4 80 9800 118 26 10 100 10 90 11700 130 102 29 10 11 13800 143 100 105 31 11 Fire: Ice: |Lightning: | Earth: Poison: Wind: Water: Holy: Poison | Petrify Darkness |Silence | Zombie Death Berserk Sleep 80% 8 N & 80% 70% Stop |Slow Pet| Slow Reflect Doom Float Confuse Drain 100% 100% Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: Yes | The End: Yes DRAW: Lvl 1-19: Shell, Protect | DEVOUR: Cannot Devour Lvl 20-29: Shell, Protect 30+: Shell, Protect STEAL LIST: 25% |Card Common: ---| Card Rare: ---

Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: 1-19|4x Magic Stone 4x Magic Stone |4x Magic Stone 4x Magic Stone 20-29|4x Wizard Stone |4x Wizard Stone |4x Wizard Stone |4x Wizard Stone 30+|1x Rune Armlet | 1x Rune Armlet | 1x Rune Armlet 1x Rune Armlet ______ DROPS LIST: 75% |Card Drop: ---|~20% chance: |~5.8% chance: Lvl: |~69.5% chance: |~4.7% chance: 1-19|3x M-Stone Piece |4x M-Stone Piece|6x M-Stone Piece |1x Rune Armlet 20-29|3x Magic Stone |4x Magic Stone |6x Magic Stone |1x Rune Armlet Scan Info: A large right hand protruding from the earth. Can't use magic. Uses its strength to attack with force. Location(s): 1. Worldmap: Timber Shenand Hill. ______ Attacks: {Slap} [Physical Attack, 1 Target] ----- {Shake} [Physical Attack, 1 Target, 100% Critical]

Name: Rinoa (Junctioned to Adel)										
 Level Ra	ange: 1-10	00 HP Ra	======================================	036	AP: 0	EXP: 0	j			
Level:	HP:		Vitality:	Magic:	Spirit:	Speed:	Evasion:			
1	6021	4	1	65	1	20	0			
10	6300	7	1	83	2	20	1			
20	6800	10	1	102	3	20	1			
30	7500	13	1	122	4	20	2			
40 8400 15 1 141 6 20 2										
46	9036	17	1	152	6	20	2			
======(Fire:)======(Ice:	Lightning:)=====================================)=======(Poison:	Wind:	Water:	Holy:			
[]	[]	[]	[]	[]	[]	[]	[]			
=====================================	D======(Poison 80%	Petrify 	D=====================================		Berserk 		Sleep 			
	es Blow	-	' Gravity: No ========	· '	o/Down: No	The Er				
DRAW: Lī	vl 1-19: vl 20-29:	Esuna, Disp Esuna, Disp Esuna, Disp	pel. Regen pel, Regen			: Cannot I				
STEAL L	IST: 25%	Card	Common:	~		 Rare:	 			
Lvl: ~69 1-19 8x 20-29 8x 30+ 8x	9.5% chand Megalixin Megalixin Megalixin	ce: ~20% c 8x Me c 8x Me c 8x Me	chance: egalixir egalixir egalixir	~5.8% cha 8x Megali 8x Megali 8x Megali	ance: lxir lxir lxir	~4.7% cha 8x Megali 8x Megali 8x Megali	ance: lxir lxir lxir			
DROPS LI	IST:	Card	Drop:				į			
 Scan Inf absorbir	fo: Rinoa ng her pow	is being jowers. Can be	unctioned by released by	Adel. Imm y defeatir	nobile, bed ng Adel.	cause Adel	lis			
Location	n(s): 1. I	Lunatic Pand	dora (Disc 4).			į			
 Attacks: No Attacks. 										
'======================================										
.======= Name: Ruk		=. 								

	=0===========	=0======	0======================================
Level Range: 1-100	HP Range: 668-89100	AP: 14	EXP: 210 (+40)
		=0======	0=====================================

Level Range: 1-100 HP Range: 668-89100 AP: 14 EXP: 21									
=======)======	0=======)=======	0======)=======)======)======		
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:		
1	668	27	81	65	151	2	0		
10	6075	48	90	81	157	3	1		
20	12700	71	100	100	164	5	1		
30	19975	93	110	117	171	6	2		
40	27900	116	120	135	178	7	3		
50	36475	138	130	153	186	8	3		
60	45700	161	140	170	192	10	4		
70	55575	183	150	188	200	11	4		
80	66100	206	160	205	207	12	5		

```
90
        77275
                 228
                           170
                                    222
                                            214
                                                    13
  100
        89100
                 250
                           180
                                    240
                                            221
                                                    15
              |Lightning: |
                                           Wind:
         Ice:
                          Earth:
                                  | Poison:
                                                  Water:
        [1.5x]
                                           [-1x]
                           [ ]
                                                   Zombie
                         Darkness
                                 Silence
                                          Berserk
Death
        Poison
                Petrify
                                                           Sleep
                 20%
                                                            20%
Slow
               Reflect
                                 |Slow Pet|
                                                  Confuse
                                                           Drain
        Stop
                          Doom
                                           Float
  50%
                 100%
                                    40%
                                                            100%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
______
DRAW: Lvl 1-34: Aero, Fira
                                            |DEVOUR: Delicious!!!
      Lvl 35-44: Aero, Firaga, Demi
                                                   Delicious!!!
         45+: Firaga, Reflect, Flare, Meteor
                                                   All systems go!
STEAL LIST: 50%
                   | Card Common: Ruby Dragon
                                          | Card Rare: ---
~4.7% chance:
Lvl: |~69.5% chance:
                  |~20% chance:
                                  |~5.8% chance:
1-34|1x Inferno Fanq |1x Inferno Fanq |2x Inferno Fanq
                                                 2x Inferno Fanq
35-44 2x Inferno Fang | 2x Inferno Fang | 3x Inferno Fang | 3x Inferno Fang
  45+|4x Inferno Fang |4x Inferno Fang |5x Inferno Fang |5x Inferno Fang
DROPS LIST: 100%
                   |Card Drop: Ruby Dragon
|~20% chance: |~5.8% chance:
Lvl: |~69.5% chance:
                                                 |~4.7% chance:
1-34|1x Inferno Fang
                  |2x Inferno Fang |2x Fury Fragment |1x Star Fragment
35-44|2x Inferno Fang |2x Fury Fragment |1x Star Fragment |1x Energy Crystal
 45+|2x Fury Fragment |2x Energy Crystal|3x Fury Fragment |4x Fury Fragment
Scan Info: Strong and smart dragon. If enemies are using Reflect, it casts
Reflect on itself to mirror the attack.
Location(s): 1. Worldmap: Island Closest to Hell.
Attacks: Breath [Physical Attack, All Targets, Not used when 1+ char KO'd]
  ----- Fira
               [Magical Attack, 1 Target, Fire Elemental]
               [Magical Attack, 1 Target, Fire Elemental]
        Firaga
        Aero
               [Magical Attack, 1 Target, Wind Elemental]
               [Magical Attack, 1 Target, Damage = 25% of Current HP]
        Demi
        Flare
               [Magical Attack, 1 Target]
        Meteor [Magical Attack, 10 hits]
        Reflect [Change Status, Self, Inflicts Reflect, Only used if Reflect
                status is on one or more party members]
               [Physical Attack, 1 Target]
.========.
                                                        {BOSS-11}
Name: Sacred | (1st + 2nd)
```

| HP Range: 578-27218 Level Range: 1-75 AP: 20 Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: Level: HP: 578 9 40 26 31 10 0 10 1625 28 38 35 40 15 3500 48 41 51 41 19 2 20 41 2 30 6125 68 64 46 24 40 87 42 76 52 3 9500 28

50	13625	107	42	89	57	32	4			
60	18500	126	43	101	63	37	4			
70	24125	145	43	114	68	41	5			
75	27218	154	43	120	71	43	6			
=======================================)======()=======(· ·)======(
Fire:	Ice:	Lightning:		Poison:		Water:	Holy:			
[]	[]	[]	[Imm]	[2x]	[2x]	[]				
)=======(!			
Death	Poison 	Petrify 	Darkness	Silence 	Berserk	l zombie l	Sleep			
 Slow	 Stop	 Reflect	Doom	 Slow Pet	Float	 Confuse	Drain			
		100%			70%					
	' '	'	' '	' ''		''				
Vit0: Ye	es Blow	Away: No	Gravity: Ye	es LV Ur	o/Down: No	The End	l: Yes			
======					=======		-=====			
DRAW: L			tect, Berserl		DEVOUR: (Cannot Dev	our			
			tect, Berserl							
L ₁			tect, Berser	k, Life	1					
	======:			=======		:======	========			
STEAL LI			Common:		Card Rai					
	======= IST: 100%		======== Drop:			-======	======== 			
			=======================================	\===== ==	========	\=======	ا ا ======ا			
			chance:			~4.7% cha	!			
	G-Hi-Pot:			 8x G-Hi-E		8x G-Hi-E				
	G-Hi-Pot:		-Hi-Potion	' 8х G-Ні-Е	Potion	' 8х G-Ні-Е	otion			
30+ 8x	G-Hi-Pot:	ion 8x G-	-Hi-Potion	8x G-Hi-E	Potion	8x G-Hi-E	Potion			
========	======	-=====================================	=========)=======	========)=======	-=====i			
Scan Inf	fo: Earth	GF in Tomb	of the Unknown	own King.	Recovers h	by the pov	ver of the			
earth.	Attacks w	ith a large	steel orb.							
======		========	-=======	=======			=============			
			Unknown King							
						=======	=======			
	Attacks: {Steel Orb} [Physical Attack, 1 Target]									
	Mad Cow Special [Magical Attack, All Targets, Only used when both									
Sacred and Minotaur are alive]										
 Battle Notes: Minotaur has Auto-Regen which can be removed with Float.										
Battle Notes: Minotaur has Auto-Regen Whith Can be removed with Float. '====================================										
· ====================================										
.======	.========. .========.									
Name: SAM	M08G									

=======	=======	=====0=====	========	=======)=======()======	=======.
Level Ra	ange: 1-1	00 HP Ra	ange: 747-27	700	AP: 4	EXP: 30	(+5)
======)======	0=======)=======)======)=======)======)======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	747	9	25	8	15	8	0
10	1375	23	27	14	15	9	1
20	2500	37	30	20	15	9	1
30	4075	51	32	26	16	10	2
40	6100	64	35	32	16	10	3
50	8575	77	37	37	17	11	4
60	11500	89	40	42	17	11	4
70	14875	101	42	47	17	12	5
80	18700	112	45	52	18	12	6
90	22975	123	47	57	18	13	6
100	27700	133	50	61	19	13	7
=======================================)======	0==========)======(D=======)=====================================)=======)=====
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:

```
[1.3x]
                                 [2x]
                       Darkness
                               Silence
               Petrify
                                       Berserk
                                               Zombie
                70%
         80%
                         80%
                                 30%
Slow
        Stop
              Reflect
                         Doom
                               |Slow Pet|
                                              Confuse
                                        Float
        50%
 90%
                100%
                         60%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
______
DRAW: Lvl 1-19: Shell, Protect
                                        |DEVOUR: Delicious!!!
     Lvl 20-29: Shell, Protect, Life
                                               Delicious!!!
     Lvl 30+: Shell, Protect, Reflect, Life
                                               Delicious!!!
STEAL LIST: 50%
                 |Card Common: SAM08G
                                       Card Rare: X-ATM092
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Running Fire |1x Running Fire |1x Running Fire
                                              |1x Running Fire
20-29|1x Running Fire |1x Running Fire |2x Running Fire
                                              2x Running Fire
 30+|3x Running Fire |3x Running Fire |4x Running Fire
                                             4x Running Fire
DROPS LIST: 75%
                 | Card Drop: SAM08G
|~20% chance: |~5.8% chance:
|Lvl: |~69.5% chance:
                                              |~4.7% chance:
1-19|2x M-Stone Piece |1x Running Fire |1x Dragon Fin
                                              |1x Dragon Fang
|20-29|1x Dragon Fin
                 | 1x Running Fire | 1x Dragon Fang
                                              |1x Dragon Fang
 30+|2x Dragon Fin
                 |2x Running Fire |2x Dragon Fang
                                             2x Dragon Fang
Scan Info: A living weapon made by Galbadia. Carries a 155mm cannon on both
shoulders and a 60mm Vulcan cannon in its mouth.
Location(s): 1. Fisherman's Horizon.
                   [Physical Attack, 1 Target]
Attacks: {Swipe}
 ----- Shoulder Charge [Physical Attack, 1 Target]
        Gatling Gun
                   [Blue Magic, Physical Attack, 1 Target]
        Store [Lasts 3 Rounds, Only used if an other enemy is alive, and
             that other enemy must be something else than another SAM08G]
        Cannon Blow [Physical Attack, 1 Target, Used after 3x Store]
        Wild Cannon Blow [Physical Attack, 1 Target Used after 3x Store]
------
.========.
                                                    {BOSS-14}
|Name: Seifer | (1st time)
Level Range: 1-20 | HP Range: 176-1150 | AP: 0 | EXP: 0
Level:
        HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
         176
                          82
                                  14
                                         121
                18
  10
         525
                 23
                          97
                                  35
                                         129
                                                 8
        1150
                 28
                         114
                                  57
                                         139
        Ice:
             |Lightning: |
                         Earth: | Poison: |
                                        Wind:
                                              | Water: |
                               [1.5x]
| Poison | Petrify
                      | Darkness | Silence | Berserk | Zombie |
                                                       Sleep
                                                        20%
      Stop
                              |Slow Pet| Float | Confuse|
 Slow
             Reflect
                         Doom
                                                       Drain
```

```
90%
             100%
                                              100%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
                                DEVOUR: Cannot Devour
DRAW: Lvl 1-19: Fire, Cure, Life
        20: Fira, Cura, Life
STEAL LIST: 6.25% | Card Mod Common: --- | Card Mod Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Hero
              |1x Hero
                         1x Hero
                                      1x Hero
  20|1x Hero |1x Hero |1x Hero
                                      |1x Hero
DROPS LIST: --- | Card Drop: ---
______
Scan Info: Decided to become a Sorceress' Knight under Edea. Uses fire magic
in conjunction with sword attacks.
Location(s): 1. Deling City (Parade Events).
______
Attacks: {Gunblade} [Physical Attack, 1 Target, Rarely Triggers for +50% Dmg]
----- Fira
             [Magical Attack, 1 Target, Fire Elemental]
'------
=========
|Name: Seifer | (2nd time)
                                           {BOSS-31}
Level Range: 1-31 | HP Range: 1300-10300 | AP: 20 | EXP: 0
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
      1300
              31
                     14
                            27
                                 136
                                        31
      4000
                                 145
                                        39
             48
                     32
                           46
  10
      7000
             66
                     52
                                 154
 20
                                       48
                                              4
                          88
 30
     10000
             84
                     72
                                 164
                                       57
                         90
     10300
                     74
 31
          85
                                 165
                                       58
Fire: | Ice: |Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
                         [ Imm ]
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
                         80%
                 80%
                                              70%
          | Reflect | Doom | Slow Pet | Float
                                      | Confuse | Drain
Slow
     Stop
           100%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Fire, Thunder, Dispel, Haste DEVOUR: Cannot Devour
    Lvl 20-29: Fira, Thundara, Dispel, Haste
    Lvl 30-31: Firaga, Thundaga, Dispel, Haste
              | Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST: 12.5%
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|8x Mega-Phoenix |8x Mega-Phoenix |8x Mega-Phoenix |8x Mega-Phoenix
20-29|8x Mega-Phoenix |8x Mega-Phoenix |8x Mega-Phoenix |8x Mega-Phoenix
30-31 8x Mega-Phoenix | 8x Mega-Phoenix | 8x Mega-Phoenix | 8x Mega-Phoenix
______
DROPS LIST: 100% | Card Drop: ---
```

```
|Lvl: |~69.5% chance:
                |~20% chance:
                            |~5.8% chance:
                                          |~4.7% chance:
1-19|8x Mega-Potion |8x Mega-Potion |8x Mega-Potion
                                          8x Mega-Potion
20-29|8x Mega-Potion |8x Mega-Potion |8x Mega-Potion
                                          |8x Mega-Potion
30-31 8x Mega-Potion
                |8x Mega-Potion |8x Mega-Potion
                                          8x Mega-Potion
Scan Info: Attacks with Edea to destroy SeeD. His sword skills have been
refined, and he has gained more skills.
Location(s): 1. Galbadia Garden (Garden Clash Disc 2).
______
Attacks: {Gunblade} [Physical Attack, 1 Target, If he Triggers then +50% Dmg]
 ----- Fira
               [Magical Attack, 1 Target, Fire Elemental]
               [Magical Attack, 1 Target, Fire Elemental]
       Firaqa
       Demon Slice [Physical Attack, 1 Target]
               [Item, Self, Recovers 1000 HP]
               [Item, Self, Removes bad statuses]
       Remedy
______
.========.
|Name: Seifer | (3rd time)
                                                {BOSS-32}
Level Range: 1-32 | HP Range: 1200-7400
                                  | AP: 20 | EXP: 0
HP:
            | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
        1200
               16
                        81
                               27
                                     131
        3000
               34
                        90
                               47
                                     139
                                            18
                               68
  20
        5000
               52
                       101
                                     148
                                            28
        7000
               70
                               90
                                     158
                                            37
  30
                       111
  32
        7400
               73
                       113
                               94
                                     159
                                            39
|Lightning: |
                       Earth:
                            | Poison: |
                                     Wind:
        Ice:
                                           Water:
                            | [1.5x] |
       Poison
             Petrify
                     Darkness
                            |Silence |
                                    Berserk
                                           Zombie
                                                   20%
Slow
      Stop
            Reflect
                       Doom
                            |Slow Pet|
                                     Float
                                          Confuse
 90%
               100%
                                                   100%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
                                    DEVOUR: Cannot Devour
DRAW: Lvl 1-19: Fire, Thunder, Dispel, Haste
     Lvl 20-29: Fira, Thundara, Dispel, Haste
     Lvl 30-32: Firaga, Thundaga, Dispel, Haste
STEAL LIST: 12.5%
               | Card Mod Common: --- | Card Mod Rare: ---
|Lvl: |~69.5% chance:
                |~20% chance:
                            |~5.8% chance:
                                          |~4.7% chance:
1-19|1x Hero
                1x Hero
                            1x Holy War
                                          1x Holy War
                            1x Holy War
|20-29|1x Hero
                1x Hero
                                          |1x Holy War
|30-32|1x Hero
                1x Hero
                            1x Holy War
                                          1x Holy War
DROPS LIST: 100%
                |Card Drop: ---
|Lvl: |~69.5% chance:
                |~20% chance:
                            |~5.8% chance:
                                          |~4.7% chance:
1-19|1x Hero
                1x Hero
                            |1x Holy War
                                          |1x Holy War
20-29|1x Hero
                1x Hero
                            |1x Holy War
                                          |1x Holy War
30-32|1x Hero
                1x Hero
                            |1x Holy War
                                          1x Holy War
```

```
Scan Info: Defeated once, and still trying to fight to save his pride. HP is
lower due to the defeat, but skills are higher.
Location(s): 1. Galbadia Garden (Garden Clash Disc 2).
Attacks: {Sword Slash} [Physical Attack, 1 Target]
----- Fira
                 [Magical Attack, 1 Target, Fire Elemental]
______
-----
|Name: Seifer | (4th time)
                                                 {BOSS-41}
HP Range: 3700-34500
Level Range: 1-45
                                   | AP: 40 | EXP: 0
Level:
            | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
        HP:
                        101
       3700
                38
                                9
                                      121
                                              45
       10000
                56
                        105
                                52
  10
                                      125
                                              48
      | 17000
               76
                       111
                                94
  20
                                      131
                                             50
       24000
                96
                       116
                               132
                                      136
                                              52
  30
  40
      31000
               115
                        122
                               164
                                      142
                                              54
      34500
               124
                               179
  45
                        125
                                      145
                                              55
Fire:
        Ice:
            |Lightning: |
                       Earth:
                             | Poison: |
                                      Wind:
                                            Water:
                             [1.5x]
      Poison | Petrify
                    Darkness
                             |Silence | Berserk | Zombie
Death
                                                    Sleep
      Stop
Slow
             Reflect
                             |Slow Pet|
                                      Float
                                            Confuse
                       Doom
                                                    Drain
                                                    100%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Fire, Thunder, Blizzard
                                    | DEVOUR: Cannot Devour
     Lvl 20-29: Fira, Thundara, Blizzara
         30+: Firaga, Thundaga, Blizzaga, Aura
                |Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST: 12.5%
Lvl: |~69.5% chance:
                ~20% chance:
                             |~5.8% chance:
                                           |~4.7% chance:
1-19|1x Hero
                 1x Hero
                             |1x Holy War
                                           |1x Holy War
20-29|1x Hero
                 1x Hero
                             1x Holy War
                                           |1x Holy War
 30+|1x Hero
                 1x Hero
                             |1x Holy War
                                           1x Holy War
DROPS LIST: 100%
                 |Card Drop: ---
Lvl: |~69.5% chance: |~20% chance:
                            |~5.8% chance:
                                           |~4.7% chance:
1-19|1x Hero
                 1x Hero
                             1x Holy War
                                           |1x Holy War
20-29|1x Hero
                 1x Hero
                             |1x Holy War
                                           |1x Holy War
 30+|1x Hero
                             |1x Holy War
                 1x Hero
                                           1x Holy War
Scan Info: To retain his pride as a Sorceress' Knight, he is determined to
win. His skills are even more deadly.
_______
Location(s): 1. Lunatic Pandora (End Disc 3).
Attacks: {Gunblade} [Physical Attack, 1 Target, If he Triggers then +50% Dmg]
               [Magical Attack, 1 Target, Fire Elemental]
 ----- Firaga
       Bloodfest [Physical Attack, All Targets, Used often at low HP]
               [Magical Attack, 1 Target]
       Flare
```

Battle Notes: If you have Odin, he will show up at the start. Gilgamesh will show up during the battle afterwards, ending the battle.

_______ .======== . Name: Slapper Level Range: 1-100 | HP Range: 44-8340 | AP: 3 | EXP: 40 (+10) HP: Strength: | Vitality: | Magic: | Spirit: | Speed: | 8 36 40 20 20 44 21 37 40 22 21 240 34 38 40 22 20 590 33 24 30 1080 47 39 47 40 26 24 40 1710 60 41 60 41 28 24 50 2480 72 42 73 41 30 26 60 3390 85 43 86 41 32 27 70 97 44 99 42 34 28 4440 80 5630 109 46 112 42 36 29 90 6960 47 125 121 42 38 30 100 8430 133 137 48 43 40 31 |Lightning: | Earth: Poison: Wind: Tce: Water: Petrify Silence Berserk Zombie Poison Darkness 70% 80% 70% 80% 8 N & 60% 70% 8 N & Slow Reflect |Slow Pet| | Confuse| Stop Doom Float Drain 90% 50% 100% 80% 70% 100% 60% Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes DRAW: Lvl 1-19: Blizzard | DEVOUR: Cannot Devour Lvl 20-29: Blizzard, Blizzara, Water Lvl 30+: Blizzard, Blizzara, Blizzaga, Water _______ STEAL LIST: 50% |Card Common: ---| Card Rare: ---Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: 1-19|2x Hi-Potion 2x Hi-Potion 2x Hi-Potion 2x Hi-Potion 20-29 2x Hi-Potion 2x Hi-Potion 2x Hi-Potion 2x Hi-Potion 30+|2x Hi-Potion 2x Hi-Potion |2x Hi-Potion 2x Hi-Potion DROPS LIST: 75% |Card Drop: ---|~20% chance: Lvl: |~69.5% chance: |~5.8% chance: |~4.7% chance: 2x Hi-Potion 1-19|1x Hi-Potion 1x Hi-Potion 2x Hi-Potion 20-29|1x Hi-Potion |1x Hi-Potion 2x Hi-Potion 2x Hi-Potion 30+|1x Hi-Potion |1x Hi-Potion 2x Hi-Potion 2x Hi-Potion Scan Info: A member of Galbadia Garden's demi-human ice-hockey club. Attacks with speed and team work. ______ Location(s): 1. Hockeyfield Galbadia Garden (Garden Clash Disc 2). Attacks: {Stick} [Physical Attack, 1 Target]

----- Blizzara [Magical Attack, 1 Target, Ice Elemental]

```
Any Slapper can get 4 turns. Max amount of total
                     Blizzara cast is still 4 in total]
                    [After this, the Slappers will use {Stick}
       Formation G! Go!!
                     A * B times. A = # Slappers alive, B = Turns.
                     Any Slapper can get 4 turns. Max amount of total
                     {Stick} attacks used is 16 total]
       We have heart! Go, Galbadia! [Physical Attack, 1 Target,
                            Ignores Defense, 100% Critical Hit]
===========
|Name: Snow Lion |
Level Range: 1-100 | HP Range: 1063-136000 | AP: 8 | EXP: 150 (+20)
| Strength: | Vitality: | Magic: | Spirit: | Speed: |
       HP:
        1063 |
               16
                       25
                                      8
                                            10
  10
       10900
                       28
                               13
                                            11
                       31
                               27
                                     11
  20
       22400
               46
                                            13
       34500 l
                                     13
  30
               62
                               40
                                            14
               77
                              53
  40
       47200 l
                       38
                                     14
                                            15
                                                    2
  50
       60500 l
               92
                              66
                                     16
                                            16
  60
       74400
              107
                       45
                              79
                                     18
                                            18
  70
       88900 l
              122
                       48
                              92
                                     19
                                            19
      | 104000 |
              136
                       51
                            104
                                     21
                                            20
 80
                                                    3
 90
      | 119700 |
              150
                             116
                                     23
                                            21
 100
      | 136000 |
               164
                       58
                              128
                                     24
                                            23
Ice: |Lightning: |
                      Earth:
                            | Poison: |
                                    Wind:
                                           Water:
                            [ ] | [1.5x]
[2.5x]
       [-1x] | []
                       [1.5x]
                    Darkness
      | Poison | Petrify
                            |Silence |
                                    Berserk | Zombie
 1%
               1%
                       80%
                              80%
                                     60%
                                                   80%
Slow
      Stop
            Reflect
                      Doom
                            |Slow Pet|
                                     Float
                                          Confuse
                                             60%
 90%
               100%
                       10%
                             10%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
______
DRAW: Lvl 1-19: Blizzard, Berserk
                                       |DEVOUR: Delicious!!!
     Lvl 20-29: Blizzard, Blizzara, Berserk
                                             Delicious!!!
     Lvl 30+: Blizzard, Blizzara, Blizzaga, Berserk
                                             Delicious!!!
_______
STEAL LIST: 50% | Card Common: ---
                                     | Card Rare: ---
|Lv1: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|1x Healing Mail |1x Healing Mail |2x Healing Mail
                                          2x Healing Mail
|20-29|3x Healing Mail |3x Healing Mail |4x Healing Mail
                                          4x Healing Mail
 30+|8x Healing Mail |8x Healing Mail |8x Healing Mail |8x Healing Mail
DROPS LIST: 100%
               |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                          ~4.7% chance:
| 1-19|2x North Wind
               2x North Wind
                            2x Healing Mail
                                          2x Healing Mail
20-29|4x North Wind
               |4	ext{x} North Wind |4 Healing Mail
                                          |1x Silver Mail
 30+|6x North Wind |6x North Wind |1x Silver Mail
                                          |2x Silver Mail
```

Formation M! Go!!! [After this, the Slappers will use Blizzara

A * B times. A = # Slappers alive, B = Turns.

```
Scan Info: Lives in the northern snow fields. Takes time to defeat because of
its high HP. Uses Ice Breath when angry.
______
Location(s): 1. Trabia Snowfields.
Attacks: {Tail Slap} [Physical Attack, 1 Target]
              [Physical Attack, 1 Target, 100% Critical Hit]
 ----- {Bash}
       Ice Breath [Magical Attack, All Targets, Ice Elemental]
'-----
|Name: Sorceress A |
Level Range: 1-100 | HP Range: 3390 | AP: 0 | EXP: 0
HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
  45
       3390
              73
                      10
                             202
                                          50
| Poison:|
       Ice: |Lightning: | Earth:
                                  Wind:
                                       | Water: |
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
                                          70%
 80%
       80%
                      80%
                            40%
                                                80%
Slow
     Stop
           Reflect
                           |Slow Pet| Float
                                       | Confuse|
                     Doom
100%
                      80%
                                                100%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW: Lvl 45: Firaga, Thundaga, Blizzaga
                                   DEVOUR: Cannot Devour
______
               | Card Common: ---
STEAL LIST: 50%
                                   | Card Rare: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                       |~4.7% chance:
  45|1x Meteor Stone |1x Ultima Stone |1x Ultima Stone
                                       |1x Ultima Stone
DROPS LIST: 100%
               |Card Drop: ---
Lv1: |~69.5% chance: |~20% chance: |~5.8% chance:
                                       |~4.7% chance:
  45 | 1x Flare Stone | 1x Holy Stone | 1x Meteor Stone
                                       |1x Ultima Stone
Scan Info: Sorceress from beyond time who appeared due to Time Compression.
Uses magic, but it is not very powerful.
Location(s): 1. Time Compression (Disc 4).
Attacks: {Telekinesis} [Physical Attack, 1 Target, ALL Sorceresses use this]
       Fire [Magical Attack, 1 Target, Fire Elemental]
       Thunder [Magical Attack, 1 Target, Lightning Elemental]
           [Magical Attack, 1 Target, Fire Elemental]
       Blizzara [Magical Attack, 1 Target, Ice Elemental]
       Thundara [Magical Attack, 1 Target, Lightning Elemental]
             [Magical Attack, 1 Target, Wind Elemental]
            [Change Status, 1 Ally, Removes bad statuses]
       Esuna
       Reflect [Change Status, 1 Ally, Inflicts Reflect]
            [Change Status, 1 Target, Removes good statuses]
'<u>----</u>
```

```
Name: Sorceress B
Level Range: 1-100 | HP Range: 4496
                               | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
                          176
  45
       4496
                     10
                                       40
Earth:
                                 Wind:
       Ice:
           |Lightning: |
                         | Poison:
                                     Water:
                         1 [ ] [
| Poison | Petrify
                         |Silence | Berserk | Zombie |
                  Darkness
       80%
                     80%
                           40%
                                        70%
                                             80%
 80%
           Reflect
Slow
     Stop
                    Doom
                         |Slow Pet|
                                Float
                                     Confuse
             100%
                     80%
                                             100%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW: Lvl 45: Haste, Double
                                 | DEVOUR: Cannot Devour
STEAL LIST: 50%
                                 Card Rare: ---
              |Card Common: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                     |~4.7% chance:
 45|1x Meteor Stone |1x Ultima Stone |1x Ultima Stone
                                     |1x Ultima Stone
DROPS LIST: 100%
              |Card Drop: ---
|~20% chance: |~5.8% chance:
Lvl: |~69.5% chance:
                                     |~4.7% chance:
  45|1x Flare Stone
              |1x Holy Stone
                         1x Meteor Stone
                                     |1x Ultima Stone
Scan Info: Sorceress from beyond time who appeared due to Time Compression.
Uses magic, but it is not very powerful.
Location(s): 1. Time Compression (Disc 4).
______
Attacks: {Telekinesis} [Physical Attack, 1 Target, ALL Sorceresses use this]
      Double [Change Status, 1 Ally, Inflicts Double]
      Thundaga [Magical Attack, 1 Target, Lightning Elemental]
            [Magical Attack, 1 Target, Earth Elemental]
      Meltdown [Magical Attack, 1 Target, Inflicts Vit0]
            [Magical Attack, 10 hits]
      Meteor
            [Magical Attack, 1 Target]
      Flare
            [Change Status, 1 Ally, Removes bad statuses]
______
Name: Sorceress C
AP: 55 | EXP: 0
Level Range: 1-100 | HP Range: 32498
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
           125
                    119
                         267
                                 30
     32498
           |Lightning:|
                    Earth:
                         | Poison: |
                                Wind:
       Ice:
                                     Water:
```

Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie |

Sleep

```
Stop
              Reflect
                               |Slow Pet
                                       Float
                                              Confuse
 Slow
                        Doom
                                                      Drain
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW: Lvl 45: Flare, Holy
                                        | DEVOUR: Cannot Devour
STEAL LIST: 50%
                 |Card Common: ---
                                        Card Rare: ---
Lvl: |~69.5% chance:
                 |~20% chance:
                             |~5.8% chance:
                                             |~4.7% chance:
  45|1x Meteor Stone |1x Ultima Stone |1x Ultima Stone
                                             | 1x Ultima Stone
______
DROPS LIST: 100%
                  |Card Drop: ---
Lvl: |~69.5% chance:
                 ~20% chance:
                              |~5.8% chance:
                                             |~4.7% chance:
  45 | 1x Flare Stone | 1x Holy Stone
                             |1x Meteor Stone
                                             |1x Ultima Stone
Scan Info: Sorceress from beyond time who appeared due to Time Compression.
Uses magic, but it is not very powerful.
Location(s): 1. Time Compression (Disc 4).
 Attacks: {Creepy Touch} [Physical Attack, 1 Target, 100% Counterattack if
                   Sorceress C is not counting down]
        5-4-3-2-1
                   [Countdown to Ultima, Will not counterattack]
                   [Magical Attack, All Targets]
        Ultima
______
.========.
                                                   {BOSS-43}
|Name: Sphinxaur |
                | HP Range: 10000
Level Range: 1-50
                                     | AP: 0
                                             | EXP: 0
Level:
             | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
         HP:
       10000
                          8
                                        61
                                                6
       10000
  10
                 18
                                 12
                                        69
                                                10
  20
       10000
                 33
                                 22
                                        79
                                                14
                                                       1
       10000
                 48
                         10
                                 32
                                        87
                                                18
                                                       2.
  30
  40
       10000
                 63
                         10
                                 41
                                        97
                                                22
       10000
                 78
                         11
                                       106
  Fire: |
        Ice:
             |Lightning: |
                        Earth:
                               Poison:
                                       Wind:
                                              Water:
                                                      Holy:
                               Silence
 Death
        Poison
              Petrify
                       Darkness
                                      Berserk
                                              Zombie
                                                      Sleep
 Slow
              Reflect
                               |Slow Pet|
       Stop
                                       Float
                                              Confuse
                                                      Drain
                        Doom
 70%
 Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
 DRAW: Lvl 1-19: Fire, Thunder, Blizzard, Cure
                                       |DEVOUR: Cannot Devour
     Lvl 20-29: Fira, Thundara, Blizzara, Cura
          30+: Firaga, Thundaga, Blizzaga, Curaga
______
STEAL LIST:
                  |Card Mod Common: ---
                                      | Card Mod Rare: ---
Lvl: |~69.5% chance:
                 |~20% chance:
                              |~5.8% chance:
                                             |~4.7% chance:
 1-19|1x Elixir
                                             |1x Elixir
                  |1x Elixir
                              |1x Elixir
```

```
20-29|1x Elixir
                 1x Elixir
                             |1x Elixir
                                           lx Elixir
                                           1x Elixir
 30+|1x Elixir
                 |1x Elixir
                             |1x Elixir
DROPS LIST: ---
                 |Card Drop: ---
Scan Info: Protects the hall of Ultimecia Castle. Defeated many enemies whose
abilites were sealed.
Location(s): 1. Ultimecia's Castle (Main Hall).
_______
 Attacks: Thundaga [Magical Attack, 1 Target, Lightning Elemental]
             [Magical Attack, 1 Target, Fire Elemental]
 ----- Firaga
       Blizzaga [Magical Attack, 1 Target, Ice Elemental]
------
==========
                                                 {BOSS-44}
|Name: Sphinxara |
Level Range: 1-50
               | HP Range: 10000
                                    | AP: 30 | EXP: 0
Level: |
         HP:
             | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
       10000
                         8
                                      61
                                               6
  10
       10000
                                12
                                       69
                18
                                              10
       10000
  20
                33
                         9
                                22
                                      79
                                              14
  30
       10000
                48
                        10
                                32
                                      87
                                              18
                                                     2
  40
       10000
                63
                        10
                                41
                                      97
                                              22
  50
       10000
                78
                        11
                                51
                                      106
                                              26
             |Lightning: |
                       Earth:
                             | Poison: |
                                      Wind:
  Fire:
                                            Water:
                                                    Holy:
                                                    [2x]
Silence
                                     Berserk
                                            Zombie
 Death
       Poison
              Petrify
                      Darkness
 Slow
       Stop
              Reflect
                              Slow Pet
                                      Float
                                            Confuse
                       Doom
 70%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
 DRAW: Lvl 1-19: Fire, Thunder, Blizzard, Cure
                                      |DEVOUR: Cannot Devour
     Lvl 20-29: Fira, Thundara, Blizzara, Cura
         30+: Firaga, Thundaga, Blizzaga, Curaga
                 |Card Mod Common: ---
                                    Card Mod Rare: ---
                 Card Drop: ---
DROPS LIST:
|Lvl: |~69.5% chance:
                 |~20% chance:
                             |~5.8% chance:
                                           |~4.7% chance:
1-19|1x Megalixir
                 |1x Megalixir
                             |1x Megalixir
                                           |1x Megalixir
|20-29|1x Megalixir
                 1x Megalixir
                             |1x Megalixir
                                           |1x Megalixir
                                           1x Megalixir
 30+|1x Megalixir
                |1x Megalixir
                             |1x Megalixir
Scan Info: Sphinx's true form. Attack tactics change completely in this form.
Summons other monsters and uses Doom.
Location(s): 1. Ultimecia's Castle (Main Hall).
Attacks: Magic Summon [Summons 1st: Jelleye, 2nd: Forbidden, 3rd: Tri-Face]
 ---- Doom
                 [Magical Attack, 1 Target, Inflicts Doom]
                 [Change Status, 1 Target, Inflicts Sleep]
       Sleep
```

```
Slow
                    [Change Status, 1 Target, Inflicts Slow]
                    [Change Status, 1 Target, Inflicts Zombie]
         Zombie
.============
|Name: Thrustaevis |
                                                         FLYING ENEMY
Level Range: 1-100 | HP Range: 310-6300
                                                   | EXP: 20 (+8)
                                          AP: 3
| Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
 Level: |
          HP:
          310
                              6
                                               12
                                                        20
                                                               20
                   17
                             10
          450
                                        4
                                               12
                                                       23
                                                               21
   20
          700
                   27
                             15
                                               13
                                                       25
                                                               22
                                              13
                                                               23
   30
          1050
                   36
                             20
                                                       28
   40
          1500
                   46
                             26
                                       12
                                              14
                                                       31
                                                               23
   50
          2050
                             31
                                       15
                                              15
                                                       33
                                                               24
  60
          2700
                   64
                            36
                                       17
                                              15
                                                       36
                                                               25
  70
          3450
                   73
                             42
                                       18
                                              16
                                                       39
                                                               26
          4300
                   81
                             47
                                       20
                                              17
                                                       41
                                                               27
   80
  90
          5250
                   89
                             52
                                       21
                                               17
                                                       44
                                                               28
  100
          6300
                   98
                             58
                                       22
                                               18
                                                       47
  Fire:
          Ice:
               |Lightning: |
                            Earth:
                                    Poison:
                                              Wind:
                                                     Water:
                                               [2x]
                            [Imm]
         Poison | Petrify | Darkness
                                   |Silence | Berserk | Zombie
 Death
                                                              Sleep
  70%
          80%
                   70%
                             80%
                                      8 N %
                                               60%
                                                        70%
                                                               100%
        Stop
                                    |Slow Pet|
 Slow
                Reflect
                                              Float
                                                     Confuse
                            Doom
                                                              Drain
 90%
         50%
                             80%
                                   | 70%
                  100%
                                                       60%
                                                               100%
 Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Blizzard, Scan, Float
                                              |DEVOUR: Delicious!!!
      Lvl 20-29: Blizzara, Aero, Scan, Float
                                                     Delicious!!!
           30+: Blizzaga, Aero, Tornado, Float
                                                     Delicious!!!
                   Card Common: ---
STEAL LIST: 50%
                                              | Card Rare: ---
Lvl: |~69.5% chance:
                   |~20% chance: |~5.8% chance:
                                                    |~4.7% chance:
1-19|1x Shear Feather |1x Shear Feather |1x Windmill
                                                    |1x Windmill
20-29|2x Shear Feather |3x Shear Feather |2x Windmill
                                                    |3x Windmill
  30+|2x Windmill
                    2x Windmill
                                 |3x Windmill
                                                    4x Windmill
DROPS LIST: 75%
                    |Card Drop: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                                    |~4.7% chance:
1-19|1x Shear Feather |1x Shear Feather |2x M-Stone Piece
                                                    1x Windmill
20-29|2x Shear Feather |2x Shear Feather |2x Windmill
                                                    2x Windmill
 30+|4x Shear Feather |2x Windmill |3x Windmill
                                                    4x Windmill
Scan Info: A monster on the Galbadia continent. Usually swoops down to attack
enemies, but also bites and causes wind gusts when in danger.
Location(s): 1. Worldmap: Timber Obel Lake.
 Attacks: {Bite}
                  [Physical Attack, 1 Target]
 ----- {Dive}
                  [Physical Attack, 1 Target, 100% Critical Hit]
         Wind Blast [Magical Attack, All Targets, Wind Elemental,
                   Only used when it falls below 30% of Max HP]
```

```
| FLYING ENEMY | {BOSS-51}
|Name: Tiamat |
Level Range: 1-58 | HP Range: 21200-89600 | AP: 30 | EXP: 0
Level: | HP:
            | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
      21200
              57
                      81
                              62
                                    4
                                           2.0
  10
     32000
              75
                      90
                             83
                                    22
                                           20
  20
     | 44000
              96
                     100
                             105
                                    42
     56000
              116
                             126
  30
                     110
                                    62
                                           20
                            146
  40
      | 68000
              136
                     120
                                   83
                                           20
      80000
                     130
 50
              156
                            166
                                   103
                                           20
                                                  6
  58
     1 89600
              172
                      138
                             181
                                   119
                                           20
Fire: | Ice: |Lightning: | Earth: | Poison: |
                                  Wind:
                                        | Water: |
                                                Holy:
                     [Imm]
                                   [Imm]
Death
      | Poison | Petrify | Darkness
                           |Silence | Berserk | Zombie |
Slow
      Stop
            Reflect
                      Doom
                           |Slow Pet|
                                   Float
                                         Confuse
Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Flare, Eden
                                  DEVOUR: Cannot Devour
     Lvl 20-29: Flare, Eden
     Lvl 30+: Flare, Eden
STEAL LIST: ---
               |Card Mod Common: ---
                                | Card Mod Rare: ---
------
DROPS LIST: 100%
               |Card Drop: ---
Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance:
                                        ~4.7% chance:
1-19|1x Status Guard |1x Status Guard |1x Status Guard
                                        |1x Status Guard
20-29|1x Status Guard |1x Status Guard |1x Status Guard
                                        1x Status Guard
 30+|1x Status Guard | 1x Status Guard | 1x Status Guard | 1x Status Guard
Scan Info: Used to be a GF. Became a monster under Ultimecia's power. Its
Dark Flare destroys all enemies.
Location(s): 1. Ultimecia's Castle (Clock Tower Balcony).
______
Attacks: D - A - R - KF - LA - RE [Countdown to Dark Flare]
 ----- Dark Flare [Magical Attack, All Targets, Fire/Ice/Lightning Element,
               Used after the countdown]
Name: Tonberry
Level Range: 1-100 | HP Range: 15200-35000 | AP: 1 | EXP: 0
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
                      32
  1 | 15200
               19
                              8
                                     37
                                           12
      | 17000
               36
                      47
                              26
                                     52
                                           15
  10
```

82

73

46

66

70

87

17

20

20

30

19000

```
25000
                       117
  50
               110
                               105
                                      122
                                             25
  60
       27000
               128
                       135
                               124
                                      140
                                             27
                               143
  70
      29000
               146
                       152
                                      157
                                             30
                               162
  80
      31000
               164
                       170
                                      175
                                             32
       33000
               181
                               181
                                      192
  90
                       187
                                             35
                                                    1
               198
                               200
                                             37
 100
       35000
                       205
                                      210
|Lightning: |
                       Earth:
                             | Poison: |
                                     Wind:
                                           Water:
        Tce:
                                                   Holy:
Silence
       Poison | Petrify
                    Darkness
                                    Berserk | Zombie
            Reflect
                             |Slow Pet|
Slow
      Stop
                       Doom
                                     Float
                                           Confuse
                                                    0 %
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: Yes | The End: Yes
DRAW: Lvl 1-19: Death
                                      |DEVOUR: Refreshing!
     Lvl 20-29: Death
                                            Refreshing!
     Lvl
        30+: Death
                                            Refreshing!
_______
STEAL LIST: 6.25%
               |Card Common: ---
                                     | Card Rare: ---
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                          |~4.7% chance:
1-19|1x Chef's Knife |1x Chef's Knife |1x Chef's Knife
                                          |1x Chef's Knife
20-29|1x Chef's Knife |1x Chef's Knife |1x Chef's Knife
                                          |1x Chef's Knife
 30+|1x Chef's Knife |1x Chef's Knife |1x Chef's Knife
                                          |1x Chef's Knife
DROPS LIST: 75%
                 |Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                          |~4.7% chance:
1-19|1x Chef's Knife |1x Chef's Knife |1x Chef's Knife
                                          |1x Chef's Knife
|20-29|1x Chef's Knife |1x Chef's Knife |1x Chef's Knife
                                          |1x Chef's Knife
 30+|1x Chef's Knife |1x Chef's Knife |1x Chef's Knife
                                          |1x Chef's Knife
Scan Info: Mysterious being living in dungeons. Walks slowly towards the
enemy and kills that enemy with the Chef's Knife.
Location(s): 1. Centra Ruins.
Attacks: {Walk forward} [After 5x walking, will use Chef's Knife]
----- Everyone's Grudge [Magical Attack, 1 Target, Counterattack if you
                     attack it before it takes 2 turns,
                     Damage = #Enemies Killed * 20]
       'Tonberry fell over...' [Does nothing]
       Chef's Knife
                        [Physical Attack, 1 Target, 100% Hit]
_______
.=========.
                                                {BOSS-26}
|Name: Tonberry King |
Level Range: 1-100 | HP Range: 2500-250000 | AP: 20 | EXP: 0
Level: |
       HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
        2500
                        81
                                21
                                       20
                27
                        87
  10
        25000 |
                                41
                                       22
                49
  20
        50000
                        95
                                62
                                       25
```

23000

92

100

86

105

30	75000	71	102	84	27	10	1 1
40	100000	93	110	104	30	12	1
50	125000	114	117	124	32	15	2
60	150000	135	125	143	35	17	2
70	175000	156	132	162	37	20	2
80	200000	177	140	180	40	22	3
90	225000	197	147	197	42	25	3
100	250000	217	155	214	45	27	3
)======()========)======(
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:
		[]	[]	[Imm]		l I I	[]
)====== Poison	D=====================================)======== Darkness	o====== Silence)======= Berserk	zombie	
Death	POISON	l becilia	Darkness 	 STIENCE	Berserk	ZOUIDIE	Sleep
Slow	Stop	Reflect	Doom	Slow Pet	Float	Confuse	 Drain
							Diain
		, !	ı '	! !			' '
Vit0: Ye		-	Gravity: No	'	p/Down: No	The End	d: Yes
1			======== . Cure. Life	=======	-======	-======	======== ا
DRAW HIS			, Cure, Life , Cura, Life				
1	Lvl		, Curaga, Fu	ll-life			
 =======			========		========	:======:	' ========
STEAL LI	IST:	Card	Common:		Card	Rare:	-
=======	======:	========		=======		:=====::	======
	IST: 100%		Drop:				
			=======================================				
Lvl: ~69				~5.8% cha		~4.7% cha	
	Royal Cro			1x Royal		1x Royal	
				1x Royal		1x Royal	
	Royal Cro		oyal Crown =======	1x Royal -=======		lx Royal	
			Tonberries. <i>I</i>		_		
	d Tonberr						
			========	=======	=======	=======	=======
			s (Kill appro				
					=======	=======	=======
	: {Knife}		cal Attack, i		Tanomaa Da	fonde	
	-IUS SN		cal Attack, i			erense,	
	Junk		e = #Enemies			attade fo	or oach
	o ulik		cal Attack, A it (So the 5				
 -======			======================================				
	=====.						

|Name: T-Rexaur |

======:	======:	=====0======	:======:	=======)=======)======	=======.
 Level Ra	ange: 1-1	00 HP Ra	ange: 10363-	76000	AP: 10	EXP: 160	0 (+10)
=======)======	0=======)=======()======)======)======)======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	10363	17	6	1	35	3	0
10	13900	38	7	5	35	4	1
20	18400	61	8	8	35	5	1
30	23500	83	9	12	36	6	2
40	29200	106	11	14	36	7	2
50	35500	128	12	17	37	8	3
60	42400	151	13	19	37	9	3
70	49900	173	14	20	37	10	4
80	58000	195	16	21	38	11	4

90	66700	217	17	22	38	12	5		
100	76000	239	18	22	39	13	5		
!)======()======================================)======()=======()======(D======		
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:		
[]	[2.5x]			[0.5x] -======	[])=======		[] -======		
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep		
30%	80%	40%	80%	80%	60%	70%	50%		
 Slow	Stop	 Reflect	 Doom	 Slow Pet	 Float	 Confuse	 Drain		
90%	20%	100%	10%	50% CC	70%	40%	Diain		
		'	· ·	''		'	'		
			Gravity: Ye	es LV Ur	o/Down: Yes	s The I	End: Yes		
DRAW: Lvl 1-19: Fire, Thunder DEVOUR: Delicious!!!									
Lvl 20-29: Fira, Thundara Delicious!!!									
L						Gained st			
STEAL LIST: 25% Card Common: T-Rexaur Card F							======================================		
	======== 9.5% chan)======= ~5.8% cha)======= ~4.7% cha	!		
1-19 1x	Dino Bone	e 1x D:	ino Bone	1x Dino E	Bone	2x Dino I	Bone		
20-29 3x	Dino Bone	e 3x D:	3x Dino Bone 4x Dino Bo			4x Dino B	Bone		
	Dino Bone		x Dino Bone 10x Dino Bone			10x Dino			
DROPS LI	======= [ST: 100%	Card	Drop: T-Rexa	aur					
	======== 9.5% chanc		========= chance:	o======= ~5.8% cha)======= ~4.7% cha			
1-19 1x	Dino Bone	e 8x M-	-Stone Piece	4x Magic	Stone	2x Dino B	Bone		
20-29 3x	Dino Bone	e 6x Di	6x Dragon Fang 2x Dino Bo			4x Dino B	Bone		
30+ 6x	Dino Bone	e 2x St	tar Fragment	8x Dino E	Bone	6x Star I	Fragment		
Scan Inf	o: Alive tter to r	since the l un if you e	e=====================================	time, its	s power and	d HP are v	very high.		
Location	n(s): 1. D	Balamb Garde	======== en Training (=========	Center.					
	====== : {Tail}		cal Attack, A						
	- {Bite}	[Physic	cal Attack,	1 Target]					
	{Bite Ha	ard} [Physic	cal Attack, 3	1 Target,	100% Crit:	ical Hit,			
		Count	erattack VS I	Magic]					
'======	======	=======		=======	:======:		======'		

========.

Name:	Torama	П

=======	======	=====0=====		=======	0======)=======	======.
Level Ra	ange: 1-1	00 HP Ra	ange: 15200-	35000	AP: 1	EXP: 0	1
=======	0======	0=======)=======)======)=======)======)======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	221	11	39	64	111	10	10
10	2300	20	44	80	115	11	13
20	4800	30	50	97	121	13	15
30	7500	40	56	114	127	14	18
40	10400	50	63	131	133	15	20
50	13500	60	69	149	139	16	23
60	16800	69	75	166	145	18	25
70	20300	79	81	183	150	19	28
80	24000	88	88	199	156	20	30
90	27900	96	94	216	162	21	33
100	32000	105	100	233	168	23	35

```
Ice:
            |Lightning: |
                       Earth:
                              Poison:
                                     Wind:
                                            Water:
                                                   Holy:
Darkness
                             Silence
                                                   Sleep
       Poison
             Petrify
                                     Berserk
                                            Zombie
               20%
                                             20%
                                                    80%
            Reflect
                             |Slow Pet|
 Slow
        Stop
                       Doom
                                     Float
                                           Confuse
                                                   Drain
 90%
        1%
               100%
                        20%
                               20%
                                                    100%
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
______
DRAW: Lvl 1-29: Death, Demi, Life
                                      |DEVOUR: Delicious!!!
     Lvl 30-39: Death, Demi, Life
                                            Refreshing!
        40+: Death, Demi, Life
                                            Refreshing!
STEAL LIST: 25%
                |Card Common: Torama
                                 Card Rare: Tri-Point
Lvl: |~69.5% chance:
                |~20% chance: |~5.8% chance:
                                           |~4.7% chance:
1-29|1x Regen Ring | 1x Regen Ring
                             |1x Regen Ring
                                          |1x Regen Ring
30-39 2x Regen Ring
                2x Regen Ring
                             2x Regen Ring
                                           2x Regen Ring
 40+|4x Regen Ring
                4x Regen Ring 4x Regen Ring
                                           4x Regen Ring
DROPS LIST: 100%
                 |Card Drop: Torama
|Lvl: |~69.5% chance:
                |~20% chance: |~5.8% chance:
                                          |~4.7% chance:
1-29|2x Wizard Stone |2x Wizard Stone |2x Life Ring
                                           2x Life Ring
                |2x Regen Ring | 1x Moon Stone
30-39|1x Regen Ring
                                          2x Moon Stone
 40+|2x Regen Ring
                | 1x Moon Stone | 3x Regen Ring
                                          2x Moon Stone
Scan Info: Uses multiple magic attacks while sitting down. Even more powerful
when it stands up to use its Blaster attacks.
______
Location(s): 1. Worldmap: Esthar Plains (after Lunar Cry).
______
Attacks: Thunder [Magical Attack, 1 Target, Lightning Elemental]
 ----- Aero
             [Magical Attack, 1 Target, Wind Elemental]
             [Magical Attack, 1 Target, Damage = 25% of Current HP]
       Demi
       Holy
             [Magical Attack, 1 Target, Holy Elemental]
       Meteor
             [Magical Attack, 10 hits]
             [Magical Attack, 1 Target, Inflicts Poison]
       Bio
       Confuse [Change Status, 1 Target, Inflicts Confuse]
             [Change Status, 1 Target, Inflicts Death]
       Death
             [Change Status, 1 Ally, Removes bad statuses]
       Esuna
       Dispel [Change Status, 1 Target, Removes good statuses]
       {Stand up} [Used when it falls below 40% of it's Max HP, Will no
                longer use magic, and only the attacks below]
       {Bite} [Physical Attack, 1 Target]
       Blaster [Physical OR Magical Attack, 1 Target, Inflicts Petrify]
Battle Notes: In the Japanese Version, Torama's HP Range is 231-38000.
______
                                     | FLYING ENEMY | {BOSS-46} |
|Name: Trauma |
```

	1	5555	22	180	12	36	36	3
1	o j	10125	40	180	35	36	36	3
2	0	15250	60	180	60	36	36	3
3	0	20425	80	180	85	36	36	3
4	0	25650	99	180	110	36	36	3
5	0	30925	119	180	134	36	36	3
5	6	34114	130	180	149	36	36	3
====	====0	=======)=======	D=======	o=====c)=======)======()======
Fi	re:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:
] []	[]	[]	[Imm]	[]	[2x]	[]	
====	====0)======()=======()========	O======c)=======()======()======
Dea	th	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep
	- !							
Slo	w	Stop	Reflect	Doom	Slow Pet	Float	Confuse	Drain
	- !			 :				
	 0: Ye			Gravity: No				 End: Yes
			======== Meltdown, 1			======== DEVOUR: (!
			Meltdown, I			DEVOOR: (Lailliot Dev	/Our
1	Lv		Meltdown, I			-		
 -====				======================================	=======	 ========	=======	ı =======
.!		ST:		Mod Common:				
				========				
DRO	PS LI	ST: 100%	Card	Drop:				
====	=0===	=======		- ====================================	0======	========)======	·======
Lvl:	~69	.5% chanc	ce: ~20%	chance:	~5.8% cha	ance:	~4.7% cha	ance:
1-1	9 1x	Elem Atk	1x E	lem Atk	1x Elem A	Atk	1x Elem <i>A</i>	Atk
20-2	9 1x	Elem Atk	1x E	lem Atk	1x Elem A	Atk	1x Elem <i>A</i>	Atk
		Elem Atk Elem Atk			1x Elem P		1x Elem <i>I</i> 1x Elem <i>I</i>	
30-	+ 1x	Elem Atk	1x E		 1x Elem <i>A</i>	Atk	 1x Elem <i>A</i>	Atk
30-	+ 1x =0===	Elem Atk	1x E: =====0=====	lem Atk	 1x Elem <i>F</i> -======	\tk =======	 1x Elem <i>I</i> -======	\tk
30- ====: Scar	+ 1x =o=== n Inf	Elem Atk ====== o: Ultime	1x E 	lem Atk	 1x Elem <i>F</i> -======	\tk =======	 1x Elem <i>I</i> -======	\tk ======
30- ====: Scar Can	+ 1x =o=== n Inf non d	Elem Atk ====================================	1x E =====o==== ecia gave pa any enemies	lem Atk ====================================	lax Elem F	Atk ====================================	 1x Elem <i>I</i> 1x Elem <i>I</i> 1x Elem	Atk ======== . Pulse
30- ====: Scan Cann ====:	+ 1x =o=== n Inf non d =====	Elem Atk o: Ultime estroys a	1x E ====== ecia gave pa any enemies =========	lem Atk ====================================	lx Elem F	Atk ======== eapon of th	 1x Elem <i>I</i> 1x Elem <i>I</i> 1x Elem	Atk ======== . Pulse
30-	+ 1x =0=== n Inf non d ===== ation =====	Elem Atk ====================================	1x E: ====================================	lem Atk artial life of the second s	lx Elem A	Atk ======== eapon of th =========	1x Elem <i>E</i> 1x Elem <i>E</i> 1	Atk ======== . Pulse =======
30- ====: Scan Cann ====: Loca ====: Atta	+ 1x =0=== n Inf non d ===== ation =====	Elem Atk ====================================	1x E ====================================	lem Atk ===================================	1x Elem	Atk ====================================	1x Elem <i>E</i> 1x Elem <i>E</i> 1	Atk ======== . Pulse =======
30- ====: Scan Cann ====: Loca ====: Atta	+ 1x =0=== n Inf non d ===== ation =====	Elem Atk ====================================	1x E 1x E 2 2 2 2 2 2 2 2 2 2	lem Atk artial life f in its way. Castle (Art Physical Att Creates a D	lange of the control	Atk ====================================	1x Elem A	Atk ======== Pulse ====================================
30- ====: Scan Cann ====: Loca ====: Atta	+ 1x =0=== n Inf non d ===== ation =====	Elem Atk ===================================	1x E: ====================================	lem Atk ===================================	lange of the control	Atk ======== eapon of th ========= arget] == 2] rget, Drain	1x Elem A ===================================	Atk
30- ====: Scan Cann ====: Loca ====: Atta	+ 1x =0=== n Inf non d ===== ation =====	Elem Atk ===================================	1x E: ====================================	lem Atk ===================================	lange of the control	Atk and the season of the sea	1x Elem A	Atk
30- ====: Scan Cann ====: Loca ====: Atta	+ 1x =0=== n Inf non d ===== ation =====	Elem Atk ===================================	1x E: ====================================	lem Atk ===================================	la Elem A Description of this we Essentially the service of this we Gallery). Essentially the service of this we tack, 1 Tar roma, Max ack, 1 Tar ack, All Tax x Droma's	atk apon of the arget get, Drain argets, Icare killed	1x Elem Appearance future. ===================================	Atk
30-	+ 1x =0=== n Inf non d ===== ation ===== acks:	Elem Atk ===================================	1x E: ====================================	lem Atk ===================================	lack, All Tax Etempts to	atk eapon of the e	1x Elem A	Atk
30- ====: Scan Cann ====: Loca ====: Atta	+ 1x =0=== n Inf non d ===== ation ===== acks:	Elem Atk ===================================	1x E: ====================================	lem Atk ===================================	lack, All Tax Etempts to	atk eapon of the e	1x Elem A	Atk

.=========.

|Name: Tri-Face |

======:	=======	=====0=====	:======::	=======	o=======)=====:	=======.
 Level Ra	ange: 1-1	00 HP Ra	ange: 6027-21	1600	AP: 8	EXP: 13	0 (+40)
=======)======	0=======)=======)======)=======)======	o======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	6027	16	41	10	20	5	0
10	6390	31	45	33	20	8	0
20	7040	47	50	59	21	10	1
30	7950	62	56	84	21	13	1
40	9120	78	61	109	22	15	2
50	10550	93	67	134	22	18	2
60	12240	108	72	158	23	20	3
70	14190	122	77	182	23	23	3
80	16400	137	83	206	24	25	4

```
90
         18870
                  151
                             88
                                     230
                                              25
                                                      28
                                     253
  100
         21600
                  165
                                              25
|Lightning: |
                                    Poison:
                                             Wind:
          Ice:
                            Earth:
                                                    Water:
                                                             Holy:
 [2.5x]
                                     [-1x]
                                                              [3x]
                Petrify
         Poison
                          Darkness
                                   Silence
                                            Berserk
                                                     Zombie
 Death
                                                             Sleep
  40%
                             0%
                                                       60%
                                                              80%
 Slow
         Stop
                Reflect
                                   Slow Pet
                                                    Confuse
                                                             Drain
                            Doom
                                             Float
  90%
          20%
                  100%
                             80%
                                                              100%
 Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes
                                                      | The End: Yes
 DRAW: Lvl 1-19: Silence, Blind
                                           |DEVOUR: It's rotten...
      Lvl 20-29: Silence, Blind, Slow, Bio
                                                   It's rotten...
           30+: Stop, Bio, Pain, Flare
                                                   Barf...Bwahhh!!!
 STEAL LIST: 25%
                    |Card Common: Tri-Face
                                           | Card Rare: Ultima Weapon
|~5.8% chance:
|Lvl: |~69.5% chance:
                    |~20% chance:
                                                   |~4.7% chance:
1-19|1x Curse Spike
                    1x Curse Spike
                                   2x Curse Spike
                                                   2x Curse Spike
20-29 2x Curse Spike
                    |2x Curse Spike |3x Curse Spike
                                                   3x Curse Spike
  30+ 6x Curse Spike
                    |6x Curse Spike |8x Curse Spike
                                                   8x Curse Spike
                    |Card Drop: Tri-Face
DROPS LIST: 100%
Lvl: |~69.5% chance:
                    |~20% chance: |~5.8% chance:
                                                   \sim 4.7\% chance:
1-19|3x Poison Powder |2x Dead Spirit
                                   2x Curse Spike
                                                   2x Curse Spike
20-29|6x Poison Powder |4x Dead Spirit |2x Curse Spike
                                                   2x Curse Spike
  30+|8x Poison Powder |8x Curse Spike
                                  3x Star Fragment
                                                   |3x Star Fragment
Scan Info: A monster with 3 heads. The 2 heads on the side are not real, but
they bite and spit poison as if they were.
Location(s): 1. Deep Sea Research Center.
                  [Physical Attack, 1 Target]
Attacks: {Bite}
  ----- Bite
                  [Physical Attack, 1 Target, 2x the power of {Bite}]
         Poison Gas [Magical Attack, 1 Target, Inflicts Poison + Confuse]
                  [Physical Attack, 1 Target, Only used when under 50% of
                   Max HP, Not used when only one character is alive]
______
                                             FLYING ENEMY | {BOSS-45}
|Name: Tri-Point |
Level Range: 1-51
                   | HP Range: 2400-22400
                                          | AP: 30
Strength: | Vitality: | Magic: | Spirit: | Speed:
 Level:
          HP:
                                                            Evasion:
          2400
                            101
                                                      26
                    5
                                       4
         6000
                                      27
   10
                   24
                            105
                                               2
                                                      31
   20
         10000
                   45
                                      53
                                               3
                                                      35
                            111
   30
        14000
                   66
                            116
                                      78
                                               4
                                                      40
                                                               2
   40
        18000
                   86
                            122
                                     103
                                                      44
   50
        22000
                  107
                            127
                                     128
                                                      48
                                                               3
   51
        22400
                  108
                            128
                                     131
                                                      48
  Fire:
          Ice:
               |Lightning:
                            Earth:
                                    Poison:
                                             Wind:
                                                    Water:
                                                             Holy:
  [4x]
          [4x]
                  [-1x]
                            [Imm]
```

========)========)========)========)==== <u>===</u> =()=======(D==== <u>=</u> == <u>=</u> C)==== <u>=</u>
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep
Slow	Stop	Reflect 	Doom	Slow Pet '	Float	Confuse 	Drain
	 ''	 '	 '	 ''		 ''	
			Gravity: No				Ind: Yes
DRAW: Lt	71 1-19: 71 20-29: 71 30+:	Haste, Torn Haste, Torn Haste, Torn	nado, Blind, nado, Blind, nado, Blind,	Siren Siren Siren	DEVOUR: (Cannot Dev	our
	 [ST:		Mod Common:		Card Mod		
				=======	:=====::	=======	======
	IST: 100% 		Drop:				
			chance:				
1-19 1x	Rocket Er	ngine 1x Ro	ocket Engine	 1x Rocket	Engine	1x Rocket	Engine
20-29 1x	Rocket Er	ngine 1x Ro	ocket Engine	1x Rocket	Engine	1x Rocket	Engine
			ocket Engine			'	
Scan Inf	o: A livi points,	ing weapon t but they cl	G Ultimecia mad nange when a	de out of	a dragon.	Fire or i	ce are
			Castle (Wind				.======
!			======================================		:======:	=======	======
	,	_	tack, 1 Targ et, Will use		n this Tard	ret next t	l urnl l
			tack, 1 Tar		_		
j			l Attack, Al				
		Ignore	s Defense, 1	00% Counte	erattack ex	kcept VS w	eakness]
Battle 1	Notes: I <u>f</u>	Tri-Point	is weak VS I	ce and is	attacked w	with Ice M	Magic, it
İ	wil	ll change it	c's weakness	to Fire.	If it is w	weak VS Fi	re and it
			y Fire Magic				
			nterattack i				
, '=== <u>=</u> ===	=======	========	========	=======================================	========	========	============
.======	=====.						
Name: Tur	rtapod						

=======	======	=====0=====	=========	=======)=======()=======	======= .
 Level Ra	ange: 1-1	00 HP Ra	ange: 1205-42	200	AP: 2	EXP: 50	(+10)
======)======	0=======)=======()======c)======)======	>======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	1205	9	110	5	8	10	0
10	1275	18	112	9	9	11	0
20	1400	28	115	12	10	11	1
30	1575	37	117	16	11	12	1
40	1800	46	120	19	13	13	1
50	2075	55	122	23	14	13	1
60	2400	63	125	26	15	14	2
70	2775	71	127	29	16	14	2
80	3200	78	130	31	18	15	2
90	3675	86	132	34	19	16	3
100	4200	93	135	36	20	16	3
=======)======	0=======)=======(o======)======	D======)======
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:
[]	r 1	<u> </u>	[]		r 1	[T]	Гі

Death 70%	Poison 80%	Petrify 70%	Darkness 80%	Silence 80%	Berserk	Zombie 70%	Sleep 80%
Slow	 Stop	 Reflect	 Doom	 Slow Pet	 Float	 Confuse	Drain
90%	50%	100%	80%	70%	100%	60%	100%
			' Gravity: Yo ========				
DRAW: La	<i>y</i> l 1-29:	Cure, Esuna	a, Dispel		DEVOUR: I	Delicious!	111
L	71 30-39:	Cure, Esuna	a, Dispel		1	Delicious!	111
L		Cure, Esuna				Delicious!	
. !			========				
!	IST: 50%		Common: Tur	-			
			======== chance:)======= ~4.7% cha	
	Wizard St		izard Stone			2x Wizard	
	Wizard St		izard Stone			4x Wizard	
	Wizard St		izard Stone			 8x Wizard	
========	=======	-======	========	=======	=======	========	-=====i
DROPS L	IST: 100%	Card	Drop: Turta	pod			1
			=======================================				
			chance:			~4.7% cha	
	Wizard St		izard Stone			1x Life F	
	Life Ring		ealing Mail			2x Regen	
	Life Ring		ealing Mail ========			3x Regen	
Scan Inf	fo: Attack mode in o	ks with mag order to pro	ic and sharp otect itself	claws. Wh	nen attacke age.	ed, it may	change
Location	n(s): 1. V	Worldmap: E	sthar Plains	(After Lu	unar Cry).		j
Attacks	{Bash}	[1	Physical Atta	ack, 1 <u>Ta</u>	rget]		
			When hit, it			c's shell,	
T			Defenses are	boosted g	greatly, la	asts 3 tur	ns]
'======			========	=======		=======	
.======	==.						

|Name: UFO? |

=======	=======	=====0=====	:======::	=======)=======()======	=======.
Level Ra	ange: 1-1	00 HP Ra	ange: 121-12	100	AP: 0	EXP: 0	1
=======)======	0=======)=======	o======)=======)======	>======
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:
1	121	3	2	2	2	26	0
10	400	11	6	3	6	28	1
20	900	18	12	5	12	30	1
30	1600	26	17	6	17	32	2
40	2500	33	23	7	23	34	2
50	3600	40	28	9	28	35	3
60	4900	47	34	10	34	38	3
70	6400	54	39	11	39	39	4
80	8100	61	45	12	45	41	4
90	10000	67	50	13	50	43	5
100	12100	73	56	13	56	45	5
=======)======	0=======)=======)======c)======()======()======
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:
[]	[]	[]	[]	[]	[]	[]	[] [
=======)======	0=====)=======	o======)======()==== (D=====
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep
	ı	1		1		1	

Slow 	Stop 	Reflect 	Doom 	Slow Pet 	Float 	Confuse 	Drain
			 Gravity: Y				
DRAW: L	======= vl 1-19: vl 20-29: vl 30+:	Demi Demi				Cannot Dev	
STEAL L	 IST: 25%	 Card	Common:		Card Rai		
DROPS L	IST: 100%	Card	 Drop:			=======	
			chance:				
			egis Amulet				
			egis Amulet				
			egis Amulet	'		'	
Scan In:	fo: An un:	identified f	Elying objecter arious.	t from out	er space.		
	======= : No Atta - ========			=======================================	:======:		:======= -========
Name: Uli ====== Level Ra	ange: 1-10	on =====0===== 00 HP Ra	======================================	160000	AP: 100	o======= EXP: 0	
Level:	J(нр:		Vitality:				 Evasion:
1	51100	40	12	8	127	27	0
10	61000	62	28	27	130	38	1
20	72000	87	45	48	133	50	1
30	83000	110	64	69	137	62	2
40	94000	133	81	90	140	74	2
50	105000	155	99	111	143	85	3
60	116000	177	117	132	147	98	3
70	127000	197	135	152	150	109	4
80	138000	217	152	173	153 157	121 122	4
90 100	149000 160000	236 254	171 188	193 213	157 160	133 145	5 5
		')========= 100	'		'	
Fire:		Lightning:		Poison:		Water:	Holy:
[]	[[]			ן נון	[]	[[]	[]
Death	Poison 	Petrify 	Darkness	Silence	Berserk	Zombie 	Sleep
Slow	 Stop 	 Reflect 	 Doom 	 Slow Pet 	Float	 Confuse 	Drain
Vit0: Y6			Gravity: N		 p/Down: No	'' The End	: Yes
L	vl 20-29:	Regen, Disp	pel, Ultima, pel, Ultima, pel, Ultima,	Eden	DEVOUR: (Cannot Dev	rour

|------|

|Card Mod Common: --- | Card Mod Rare: ---

STEAL LIST: 3.125%

```
|Lvl: |~69.5% chance:
                  |~20% chance:
                               |~5.8% chance:
                                              |~4.7% chance:
1-19|1x Three Stars |1x Three Stars
                               |1x Three Stars
                                              |1x Three Stars
20-29 | 1x Three Stars
                  |1x Three Stars
                               |1x Three Stars
                                              1x Three Stars
  30+|1x Three Stars
                  |1x Three Stars
                               |1x Three Stars
                                              1x Three Stars
|-----
DROPS LIST: 75%
                  |Card Drop: ---
|Lvl: |~69.5% chance:
                 |~20% chance: |~5.8% chance:
                                              |~4.7% chance:
1-19|100x Ultima Stone|100x Ultima Stone|100x Ultima Stone|100x Ultima Stone
20-29|100x Ultima Stone|100x Ultima Stone|100x Ultima Stone|100x Ultima Stone
 30+|100x Ultima Stone|100x Ultima Stone|100x Ultima Stone|100x Ultima Stone
Scan Info: The strongest, ultimate monster. It's said to be impossible to
defeat.
Location(s): 1. Deep Sea Research Center (Bottom).
Attacks: {Sword Slash} [Physical Attack, 1 Target]
 ----- Light Pillar [Physical Attack, 1 Target, Fixed Damage = 9999]
        Gravija
                [Magical Attack, All Targets, Damage = 75% of Current HP]
                [Magical Attack, 10 hits]
        Meteor
                [Magical Attack, All Targets, Earth Elemental]
______
.========.
                                                     {BOSS-53}
|Name: Ultimecia |
Level Range: 1-65
                 | HP Range: 4600-43000
                                      AP: 0
                                              | EXP: 0
Strength: | Vitality: | Magic: | Spirit: | Speed:
Level:
         HP:
                                                      Evasion:
                  49
                          81
                                  54
                                         81
                                                110
                                                        0
        4600
  20
       16000
                  77
                          91
                                 137
                                         91
                                                114
       28000
                                 215
                                                118
                                                        2
  40
                 106
                         102
                                        102
                 142
                                 255
  65
        43000
                         116
                                        116
                                                122
             |Lightning: |
                               | Poison: |
                                        Wind:
  Fire:
                         Earth:
                                               Water:
                                                       Holy:
                               [1.5x]
                                                       [Imm]
Silence
 Death
       Poison
              Petrify
                       Darkness
                                       Berserk
                                               Zombie
                                                       Sleep
 Slow
               Reflect
                                Slow Pet
                                        Float
                                               Confuse
        Stop
                         Doom
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Haste, Slow, Reflect, Demi
                                       DEVOUR: Cannot Devour
     Lvl 20-29: Haste, Slow, Reflect, Demi
          30+: Haste, Slow, Reflect, Demi
Scan Info: A sorceress trying to change the world by compressing time and
taking power from all sorceresses.
_______
Location(s): 1. Ultimecia's Castle.
Attacks: Maelstrom [Magical Attack, All Targets, Damage = 62.5% Current HP,
                Inflicts Curse]
               [Magical Attack, 1 Target, Ice Elemental]
        Blizzaga
               [Magical Attack, 1 Target, Lightning Elemental]
        Thundaga
```

```
Holy
              [Magical Attack, 1 Target, Holy Elemental]
              [Magical Attack, 1 Target, Inflicts Poison]
       Bio
              [Magical Attack, 1 Target, Inflicts Vit0]
       Meltdown
              [Change Status, Self, Inflicts Double]
       Double
              [Change Status, 1 Target, Removes good statuses]
       Dispel
______
. =========== .
                                    | FLYING ENEMY | {BOSS-55}
|Name: Ultimecia/Griever |
Level Range: 1-65 | HP Range: 13050-176250 | AP: 0 | EXP: 0
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
       13050 |
                        51
               26
                               31
                                     4
                                             85
       61500
               57
                        60
                             135
                                      17
  20
                                            89
                        71
                              220
  40
      112500
               87
                                     31
                                            93
  65
      | 176250 |
                        85
                             255
                                     48
                                            97
               124
Ice: |Lightning:|
                     Earth:
                             | Poison: |
                                    Wind:
                                          | Water: |
           [2x]
                            | [Imm] | []
                                          [2x]
                     [Imm]
                                                 [-1x]
Death | Poison | Petrify
                             |Silence | Berserk | Zombie |
                    Darkness
                            -1-----
             Reflect
                             |Slow Pet|
      Stop
                       Doom
                                     Float
                                           Confuse
Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Firaga, Thundaga, Blizzaga
                                    | DEVOUR: Cannot Devour
     Lvl 20-29: Firaga, Thundaga, Blizzaga
        30+: Firaga, Thundaga, Blizzaga
Scan Info: Ultimecia junctioned to Griever. A powerful monster that combines
Ultimecia's and Griever's forces.
______
Location(s): 1. Ultimecia's Castle.
______
Attacks: {Create Helix} [Creates a Helix - With 2x Helix, Ultimecia is able
                   to use Meteor, Ultima and Great Attractor]
       Great Attractor [Physical Attack, All Targets, Ignores Defense]
       {Destroy GF} [Instantly kills a GF that is being summoned]
              [Magical Attack, 1 Target, Holy Elemental]
       Holy
              [Magical Attack, 10 hits]
       Meteor
             [Magical Attack, All Targets]
       Ultima
             [Change Status, 1 Target, Removes good statuses]
       Dispel
              [Physical Attack, 1 Target, 100% Critical Hit]
       {Claw}
       {Lose Lower Body} [Happens when it falls below ~35% of it's HP,
                    Helixes are destroyed, Can now use attacks below]
       Ouake
              [Magical Attack, All Targets, Earth Elemental]
              [Magical Attack, All Targets, Wind Elemental]
       Tornado
------
.========.
|Name: Ultimecia | Final Form
                                     FLYING ENEMY | {BOSS-56}
```

[Magical Attack, All Targets, Earth Elemental]

[Magical Attack, All Targets, Wind Elemental]

Quake

Tornado

```
Level Range: 1-65
                | HP Range: 13050-176250
                                     AP: 0
             | Strength: | Vitality: | Magic: | Spirit: | Speed: |
       HP:
        16500 |
                25
                                 24
                                         4
                                                85
                         21
                                        13
  20
        94400
                43
                                 67
                                                89
  40
       176400
                 61
                         41
                                112
                                        23
                                                93
                         66
                                166
                                        37
  65
       278900 l
                 83
                                                97
Ice: |Lightning: | Earth:
                              | Poison: |
                                      Wind:
                                             | Water: |
                                                      Holv:
                        [Imm]
      | Poison | Petrify
                     Darkness
                              |Silence | Berserk | Zombie
Death
                                                      Sleep
             Reflect
                              |Slow Pet|
 Slow
       Stop
                        Doom
                                       Float
                                              Confuse
Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Flare, Holy
                                      |DEVOUR: Cannot Devour
     Lvl 20-29: Flare, Holy
         30+: Flare, Holy
Scan Info: Ultimecia, transformed to absorb all time and space. Absorbing all
existence as we speak.
______|
Location(s): 1. Ultimecia's Castle.
------
Attacks: Flare [Magical Attack, 1 Target]
 ----- Holy [Magical Attack, 1 Target, Holy Elemental]
       Meteor [Magical Attack, 10 hits]
       Ultima [Magical Attack, All Targets]
       Dispel [Change Status, 1 Target, Removes good statuses]
                  [Instantly kills a GF that is being summoned]
       {Destroy GF}
        {Claw}
                    [Physical Attack, 1 Target]
        {Double Claw} [Physical Attack, 1 Target, 100% Critical Hit]
       Hell's Judgement [Magical Attack, All Targets, Reduces HP to 1]
        {Blow away stocked magic} [Blows away that stock of magic]
        {Lower Part Exposed} [Happens when she falls below 30% of Max HP,
                        Apocalypse can be drawn from now on]
       Draw Apocalypse
                       [Stocks up on an Apocalypse]
                       [Magical Attack, All Targets]
       Apocalypse
.========.
                                       | FLYING ENEMY | {BOSS-57}
|Name: Ultimecia | Lower Part
Level Range: 1-65 | HP Range: 2300-21500 | AP: 0 | EXP: 0
HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
Level:
        2300
                49
                         2
                                 54
                                        4
                                                26
                                                       0
       8000
                77
                         21
                               134
                                        13
  20
                                                30
  40
       14000
                106
                         41
                                201
                                        23
                                                34
  65
      21500
                142
                         66
                                 255
                                        37
                                                38
Ice: |Lightning:| Earth: | Poison:|
                                      Wind:
                                             | Water: |
                       [Imm]
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
```

Slow	Stop	Reflect	Doom	 Slow Pet	Float	Confuse	Drain		
	 '	 '		 ''		 ''	 l		
Vit0: Yes Blow Away: No Gravity: No LV Up/Down: No The End: Yes									
=====================================									
	Lvl 20-29: Apocalypse								
======== 	Lvl 30+: Apocalypse								
Scan Info: The point from which Ultimecia's power generates. Casts the									
ultimate magic through power generated here.									
Location(s): 1. Ultimecia's Castle.									
Attacks: No Attacks.									
'======				=======			======;		
.==== <u>==</u>	====.								

.=========. .=========.								
Name: Vysage								
=======	=======	====0=====	========	=======)=======)======	:=======	
Level Range: 1-100 HP Range: 3031-21000					AP: 6	EXP: 100) (+15)	
======================================								
Level:	HP:	Strength:	Vitality:	Magic:	Spirit:	Speed:	Evasion:	
1	3031	12	18	14	15	5	0	
10	3450	23	20	23	20	6	1	
20	4200	35	22	33	25	7	1	
30	5250	46	24	43	30	8	2	
40	6600	57	26	53	35	8	3	
50	8250	68	28	62	40	9	3	
60	10200	79	30	72	45	10	4	
70	12450	89	32	81	50	11	4	
80	15000	99	34	91	55	12	5	
90	17850	109	36	100	60	13	6	
100	21000	119	38	109	65	13	6	
======0===============================								
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:	
[]	[]	[]	[]	[]	[]	[]	[1.5x]	
=======================================)======(,)========)======	
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep	
	80%		80%	80%		70%		
Slow	Stop	Reflect	Doom	Slow Pet	Float	Confuse	Drain	
		100%					100%	
''''''								
======================================								
DRAW: Lvl 1-19: Esuna, Haste					DEVOUR: Cannot Devour			
Lvl 20-29: Esuna, Haste								
Lvl 30+: Esuna, Haste, Bio								
STEAL LIST: 25% Card Common:				Card Rare:				
			~5.8% cha					
						1x LIghtweight		
20-29 2x Lightweight 2:		ght 2x L:	ightweight	2x Lightweight 2x L		2x LIghtv	LIghtweight	

|6x Lightweight |6x Lightweight

30+|6x Lightweight

|6x LIghtweight

```
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                                                            |~4.7% chance:
1-19|6x M-Stone Piece |2x Lightweight |6x M-Stone Piece |6x M-Stone Piece
20-29 6x Magic Stone | 2x Lightweight | 6x Magic Stone
                                                                            |6x Magic Stone
  30+|5x Wizard Stone |4x Ligthweight |6x Lightweight
                                                                            8x Ligthweight
Scan Info: A monster shaped like a face. Uses support magic and special
attacks when attacking with Righty and Lefty together.
______
 Location(s): 1. Worldmap: Timber Shenand Hill.
______
                                       [Physical Attack, All Targets]
 Attacks: Sigh
 ----- {Both Hand Squeeze} [Physical Attack, 1 Target, Only used when
                                       Lefty and Righty are alive]
                                       [Magical Attack, 1 Target, Inflicts Doom,
             Curse
                                       Only used when Lefty and Righty are alive]
                                       [Magical Attack, 1 Target, Inflicts Confuse,
             Stare
                                       Silence, Darkness, Poison]
                                       [Magical Attack, 1 Target, Wind Elemental]
             Aero
                                       [Magical Attack, All Targets, Wind Elemental]
             Tornado
                                       [Change Status, 1 Target, Removes good statuses]
             Dispel
                                       [Change Status, 1 Ally, Removes bad statuses
             Esuna
                                       [Change Status, 1 Ally, Inflicts Shell]
             Shell
             Protect
                                       [Change Status, 1 Ally, Inflicts Protect]
                                       [Change Status, 1 Ally, Inflicts Haste]
             Haste
'-----
.=======.
|Name: Wedge | (1st time)
                                                                                      BOSS-3
Level Range: 1-10 | HP Range: 416-640 | AP: 4 | EXP: 0
| Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
                                         23
               416
                                                                   33
                                                      11
  10
               640
                            14
                                          29
                                                                   37
Fire: | Ice: |Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
                                                  [ Imm ] |
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
                     | Reflect | Doom | Slow Pet | Float
                                                                            | Confuse | Drain
 Slow
          Stop
 Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
______
DRAW: Lvl 1-10: Fire, Thunder, Blizzard, Cure DEVOUR: Cannot Devour
|-----
STEAL LIST:
                            | Card Common: --- | Card Rare: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-10|3x Cottage
                            3x Cottage | 3x Cottage
                                                                            |3x Cottage
_______
                              Card Drop: ---
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-10|2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage | 2x Cottage |
```

|Card Drop: Vysage

DROPS LIST: 100%

```
Scan Info: A Galbadian soldier assigned to Dollet Communication tower. Always
picked on by his superior, Major Biggs.
Location(s): 1. Dollet Communications Tower.
Attacks: {Sword Slash} [Physical Attack, 1 Target]
----- Fire
                 [Magical Attack, 1 Target, Fire Elemental]
______
-----
|Name: Wedge | (2nd time)
                                                 {BOSS-17}
               HP Range: 1416-2139
                                    AP: 0
Level Range: 1-22
Level:
            | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
        HP:
        1416
                        23
                                       33
                                 4
                        29
  10
        1640
                18
                                14
                                       37
                                               6
                                                     2
  20
        2040
                30
                        36
                                26
                                       42
                                                     2
        2139
                        37
                                28
  22
                32
                                       43
                       Earth:
             |Lightning: |
                              Poison:
                                      Wind:
                                            Water:
Zombie
              Petrify
                      Darkness
                             Silence
                                     Berserk
       Poison
        80%
                        80%
                               80%
                                              70%
                              Slow Pet
Slow
              Reflect
                       Doom
                                      Float
                                            Confuse
 90%
               100%
                                       100%
                                              60%
                                                     100%
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
DRAW: Lvl 1-19: Fire, Shell, Protect, Reflect
                                     |DEVOUR: Cannot Devour
     Lvl 20-22: Fira, Shell, Protect, Reflect
                |Card Mod Common: --- | Card Mod Rare: ---
STEAL LIST: 25%
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance:
                                          ~4.7% chance:
1-19|1x Strength Love |1x Strength Love|1x Strength Love
                                           1x Strength Love
20-22|1x Strength Love |1x Strength Love |1x Strength Love |1x Strength Love
DROPS LIST: 100%
                 |Card Drop: ---
~4.7% chance:
Lvl: |~69.5% chance:
                |~20% chance:
                            |~5.8% chance:
1-19|8x Remedy
                             8x Remedy
                                           8x Remedy
                 8x Remedy
20-22 8x Remedy
                8x Remedy
                             8x Remedy
                                           8x Remedy
Scan Info: Demoted along with Biggs for his part in the Dollet communication
tower operation. Unfortunately, still works under Biggs.
Location(s): 1. D-District Prison (Disc 2).
Attacks: {Sword Slash} [Physical Attack, 1 Target]
 ----- Fire
                 [Magical Attack, 1 Target, Fire Elemental]
       'Wedge is pissed off' [Increases Wedge's stats, Used when he loses
                        75% HP of his Max HP]
______
```

.=======. |Name: Wendigo |

	ange: 1-1(HP Range: 1026-16000			EXP: 30 (+5)		
Level:)======(HP:		Vitality:	Magic:	Spirit:	Speed:	Evasion:	
1 1	1026	7	3	3	4	12	1	
10	1375	20	7	6	5	15	1	
20	2000	33	13	9	6	17	2	
30	2875	46	19	12	7	20	2	
40	4000	59	25	15	9	22	3	
50	5375	71	31	17	10	25	3	
60	7000	83	37	20	11	27	4	
70	8875	94	43	22	12	30	4	
80	11000	105	49	25	14	32	4	
90	13375	115	55	27	15	35	5	
100	16000	124	61	29	16	37	5	
=======)======()=======)=======)======c)======	D======()======	
Fire:	Ice:	Lightning:	Earth:	Poison:	Wind:	Water:	Holy:	
[]	[]	[]	[]	[]	[]	[]	[]	
=====================================)=======)=======(· ·			
Death	Poison	Petrify	Darkness	Silence	Berserk	Zombie	Sleep	
70%	80%	70%	80%	80%	60%	70%	80%	
Slow	Stop	Reflect	Doom	Slow Pet		Confuse		
90%	50%	100%	80%	70%	100%	60%	100%	
'''' Vit0: Yes								
DRAW: La	7l 1-19:	Berserk			DEVOUR: I	Delicious	111	
Lvl 20-29: Berserk, Protect Delicious!!!						111		
L	71 30+:	Berserk, Pi	rotect		1	Delicious	111	
STEAL LIST: 50% Card Common: Wendigo Card Rare: Jumbo Cactuar								
=====	:======	-==== =====	=======================================)======	=======)=======		
Lvl: ~69.5% chance: ~20% chance: ~5.8% chance: ~4.7%					$ \sim4.7\%$ cha	ance:		
	Steel Pip		teel Pipe	Pipe	1x Steel			
			2x Steel Pipe 2x Steel			1x Strength Love		
30+ 1x Strength Love 4x Steel Pipe 4x Steel Pipe 4x Steel Pipe								
DROPS LI			Drop: Wendig					
			=======================================					
			chance:	'		~4.7% cha		
1-19 1x Steel Orb								
			teel Pipe 1x Strength Love trength Love 2x Black Hole					
	Steel Ork					3x Black		
 Scan Inf physical	o: A stro L attacks	ong monster relying on	but not goo its strengtl	od at usir n instead.	ng magic. T	Jses power	ful	
Location(s): 1. Worldmap: Timber Roshfall Forest.								
!	: {Punch}		al Attack, 1					
	- Dribble				 100% Hit]			
	Dribble [Physical Attack, 1 Target, 100% Hit] Power Bomb [Physical Attack, 1 Target, 100% Hit]							
Arm Hug [Physical Attack, 1 Target, 100% Hit]								
	Shoot					ght after	an other	
	Shoot [Physical Attack, All Targets, Used right after an other attack, Can only use if all 3 characters are alive]							
'==== <u>===</u>	========		=========					

```
Level Range: 1-11
                | HP Range: 5072-5872
                                    | AP: 50* | EXP: 0
Strength: | Vitality: |
                                     Spirit: |
                                            Speed:
         HP:
                              Magic:
                13
                        50
                                2
                                       12
        5072
                                9
                                              9
  10
        5770
                22
                        51
                                       15
 11
        5872
                23
                        51
                               10
                                       15
                                                     n
Tce:
             |Lightning: |
                       Earth:
                              Poison:
                                      Wind:
                                            Water:
                               [Imm]
               [1.5x]
Petrify
                      Darkness
                             Silence
                                     Berserk
                                            Zombie
                        60%
 Slow
              Reflect
                             |Slow Pet|
                                            Confuse
       Stop
                       Doom
                                      Float
  90%
                100%
                                                    100%
 Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes
 DRAW: Lvl 1-11: Fire, Blizzard, Cure, Protect
                                    DEVOUR: Cannot Devour
                 Card Common: ---
                                    Card Rare: ---
STEAL LIST:
Lv1: |~69.5% chance:
                ~20% chance:
                             ~5.8% chance:
                                           ~4.7% chance:
1-11|2x Elixir
                 2x Elixir
                             2x Elixir
                                           2x Elixir
DROPS LIST: 100%
                 |Card Drop: ---
 Lvl 1-11: 100%: Orihalcon, OR Power Wrist, OR Hypno Crown, OR Force Armlet
        Note: Only 1 item is dropped, and only after X-ATM092 blows up.
|-----|
 Scan Info: Galbadia's mobile attack weapon, AKA 'Black Widow'. Doesn't stop
until it kills all enemies in its path.
Location(s): 1. Dollet Communications Tower Pathways.
 Attacks: {Leg Strike}
                 [Physical Attack, 1 Target]
 ----- Arm Crush
                  [Physical Attack, 1 Target]
                  [Physical Attack, 1 Target]
       Clash
       Ray Bomb
                  [Magical Attack, All Targets, Used every 5 turns,
                   Blue Magic Skill]
        {Knocked Down} [X-ATM092 falls to the ground after losing 20% of
                   it's Max HP, Encounter can now be escaped from]
                  [Can be 20%, 40%, 60%, 80%. Indicates how close
       Repairing x%
                   X-ATM092 is to restoring itself fully]
 Notes: * The AP can be gotten multiple times if you deplete X-ATM092's HP in
 ---- the battle without blowing it up.
_______
XI)
                          Appendix: {AP}
| | {AP-1} Music Guide: FFVIII's Official Soundtrack | |
```

This is the tracklist of the Official Soundtrack of Final Fantasy VIII. The songs are composed by Nobuo Uematsu. Read the disclaimer of the site below, and listen to the tracks there:

http://www.sound-test.org/soundtracks/final-fantasy/final-fantasy-8/

Disc One:

- 01. Liberi Fatali
- 02. Balamb Garden
- 03. Blue Fields
- 04. Don't be Afraid
- 05. The Winner
- 06. Find Your Way
- 07. SeeD
- 08. The Landing
- 09. Starting Up
- 10. Force Your Way
- 11. The Loser
- 12. Never Look Back
- 13. Dead End
- 14. Breezy
- 15. Shuffle or Boogie
- 16. Waltz for the Moon
- 17. Tell Me
- 18. Fear
- 19. The Man with the Machine Gun
- 20. Julia
- 21. Roses and Wine
- 22. Junction
- 23. Timber Owls

Disc Two:

- 01. My Mind
- 02. The Mission
- 03. Martial Law
- 04. Cactus Jack Galbadian Anthem
- 05. Only a Plank Between One and Perdition
- 06. Succession of Witches
- 07. Galbadia Garden
- 08. Unrest
- 09. Under Her Control
- 10. The Stage is Set
- 11. A Sacrifice
- 12. Fithos Lusec Wecos Vinosec Intruders
- 13. Premonition
- 14. Wounded
- 15. Fragments of Memories
- 16. Jailed
- 17. Rivals
- 18. Ami

Example(s) of when/where:

Intro Movie
Balamb Garden
World Map
Battle Theme
Battle is won

Fire Cavern, Centra Ruins SeeD Briefing, SeeD Graduation

Dollet Landing FMV

Communications Tower FMV

Boss Battle Theme

Game Over

X-ATM092 chases you

Near the shore with X-ATM092 FMV

Balamb Town

Triple Triad Game
Squall and Rinoa dance
Quistis meets with Squall
Balamb Garden Training Center
Laguna Dreams Battle Theme

Julia's Theme

Laguna and Julia talk

After waking up from the train dream

The Train Mission

Examples of when/where:

Train Mission

Timber

Edea meets Seifer Galbadia Garden

Examples of when/where:

Disc Three:

```
03. Movin'
04. Blue Sky
05. Drifting
06. Heresy
07. Fisherman's Horizon
08. Odeka ke Chocobo
09. Where I Belong
                                Trabia Garden
10. The Oath
11. Slide Show Part 1
12. Slide Show Part 2
  Love Grows
13. The Salt Flats
14. Trust Me
15. Silence and Motion
16. Dance with the Balamb-Fish
17. Tears of the Moon
18. Residents
19. Eyes on Me
Disc Four:
                                Examples of when/where:
01. Mods de Chocobo
02. Ride On
03. Truth
04. Lunatic Pandora
05. Compression of Time
06. The Castle
07. The Legendary Beast
08. Maybe I'm a Lion
09. The Extreme
10. The Successor
11. Ending Theme
12. Overture
XII) Version History
Version Ultimecia:
o Guide is essentially complete.
o Added the Big, Big Enemy Enceclopedia.
29 December 2010
o Added a surefire way to abolish Random and Elemental from Dollet.
o Rewritten the Dollet section altogether.
o Rewritten portions of the D-District walkthrough section.
o Added the infinite Rosetta Stones trick.
```

XIII) Credits

01. The Spy02. Retaliation

o Vilurum: *The* definitive FF8 Expert. GF Compatibility, among many other stuff and suggestions come from him. Thanks for all the help.

Because he's been helping people on the messageboard since he's been around (and that's a long time), I decided to give him an honor.

o The Admiral: For making the excellent SeeD Rank Guide which I referenced.

o BobSacamento: Proofreading and correcting errors.

o ForteGSOmega: Help/breakthroughs with rule abolising/rosetta stone trick.

Mr Hangman: Help/breakthroughs with rule abolising/rosetta stone trick.

_Red__XIII_: Help/breakthroughs with rule abolising/rosetta stone trick.

o Absolute Steve: Author of this FAQ/Walkthrough. All rights reserved.

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